November 1986 · £1

# COMMODORE USER

310 pta · HFL 6.75 · DM 5.50




## 1942 FIRST REVIEW

SHOOT 'EM UP AT SEA

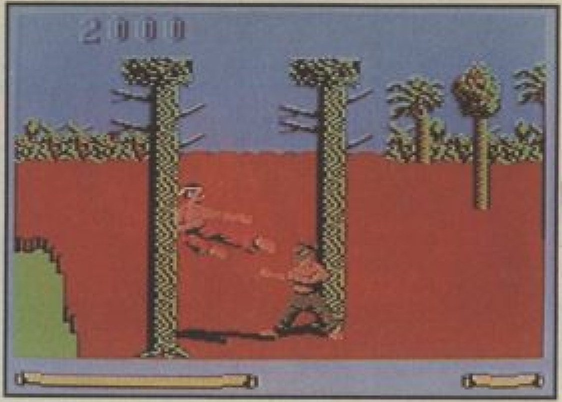
★SCREEN STARS★

JACK THE NIPPER
COLOUR OF MAGIC
MARBLE MADNESS
DEACTIVATORS
TRAP DOOR
THE PAWN
FIST 2

TRIED & TESTED: RED BOXES · EPYX UTILITIES ·

TYPE-IN: C16 TENNIS · ROBTEK KING SIZE OFFER ·

# CONTENTS



Fist 2

## NOVEMBER

## SPECIALS


**18 FIST 2 — SCOOP REVIEW**

The Fist legend continues — and you read it first in Commodore User. Ken 'Karate Kid' McMahon fends off kicks and body blows to do the first review.

**58 TRAP DOOR**

Have you seen Berk and his mates on the telly yet? Now you can play the Trapdoor game and enter our great competition.

**86 TRIED AND TESTED**

Control your home with Red Boxes — and a 64. Will it catch on?




The Pawn

## REGULARS


**5 LETTERS**

More sackfuls for Postman Pat to lug . . .

**11 BUZZ**

Latest game previews, plus — what's Commodore going to put in your Christmas stocking?

**15 CHARTS**

Most up to date chart for 64, and micros in general.

**76 INTO THE VALLEY**

At last, The Pawn reviewed, and Colour of Magic. Plus adventure news and Valley Rescue.

**93 TYPE INS**

We've got one of Robtek's King Size 50 Games progs for you to type in.

**97 US HOTLINE**

British software hits the States — Dan Gutman reports.

**102 PLAY TO WIN**

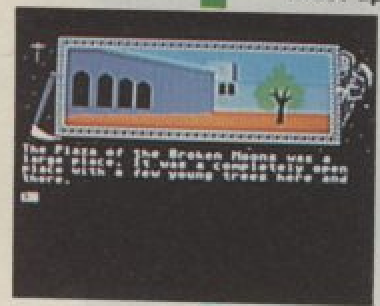
Ninja mapped, and another fistful of POKES for 64 and 16.

**109 TOMMY'S TIPS**

Problem solver Tommy has the answers.

**114 HOTSHOTS**

Hotshots Mike picks up more sleezy dog-ends.

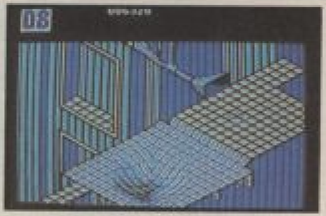



Colour of Magic

Cover illustration: Brian Knight

## SCREEN SCENE

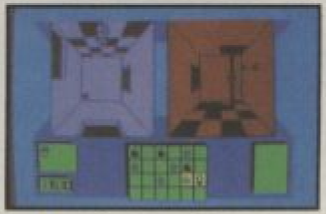

17 Marble Madness 64/128
18 Fist 2 64/128
22 Fungus 64/128
22 Ninja 64/128
23 Miami Dice 64/128
26 Strike Force Harrier 64/128
28 Uchi Mata 64/128
31 Thai Boxing 64/128
32 Secret Armour of Antiriad 64/128
35 Jack the Nipper 64/128
37 Asterix 64/128
39 Deactivators 64/128
40 1942 64/128
43 Dante's Inferno 64/128
44 Europe Ablaze 64/128
49 Sanxion 64/128
51 Warhawk 64/128
52 Black Hawk 64/128
52 Snodgits 64/128
53 Hopeless 64/128
55 Go For Gold 64/128
57 Hacker 2 64/128
58 The Trapdoor 64/128
62 Vietnam 64/128
66 Kane 64/128
66 Auriga 64/128
67 Finders Keepers 64/128
71 Ghosts and Goblins 16 and Plus/4
73 Football Manager 16 and Plus/4

Screen Star Marble Madness



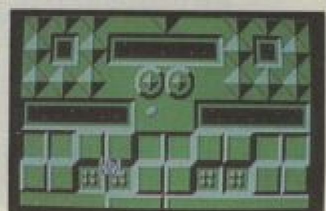
Screen Star Jack the Nipper



Screen Star Deactivators



Screen Star Trapdoor



Cheapo of the month Warhawk


Editor — Eugene Lacey; Deputy Editor — Bohdan Buciak; Staff Writer — Mike Pattenden; Designer — Elaine Bishop; Advertising Manager — Sarah James; Copy Control — Angela Smart; Publisher — Rita Lewis; Editorial/Advertising — 01-251 6222; Back Issues — 0858 34567; Subscriptions — 0732 351216; Annual Subs. (UK) £15; Europe — £24; World — £38. Registered Offices: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. ISS 0265-721X

ABC MEMBER OF THE AUDIT BUREAU OF CIRCULATIONS 51,308 Jan-June 1986


HIGHLANDER™
THERE CAN BE ONLY ONE
WAKELIN.
Manhattan: 1986. In a vast underground garage beneath Madison Square Garden, two men are locked in mortal combat. The huge cavern echoes with the sound of clashing steel, for although this is the 20th century, one combatant wields an ancient samurai sword, the other a broadsword. The duel is deadly earnest, ending only when the loser is decapitated. For the victor, however, it is only one more conquest in a drama he has been living for 450 years.
A unique breed of men fated to duel down the ages to a distant time called the Gathering will battle for the Prize – power beyond imagination. The distant time is now. The place, New York.
©Highlander Productions Limited MCMLXXXVI. All Rights Reserved. TM – Trademark owned by THORN EMI Screen Entertainment Ltd., and used by Ocean Software Ltd,. under authorisation. Movie and Media Marketing Ltd., Licensing Agents.
COMMODORE
£8.95
AMSTRAD
ocean
SPECTRUM
£7.95
OCEAN SOFTWARE 6 CENTRAL STREET MANCHESTER M2 5NS TEL : 061 832 6633 TELEX 669977 OCEANS G

# Letters

## Violence

I am disgusted with your front page illustrations. Why do you insist on putting violence on the front cover of Commodore User? There are regular drawings of people either being killed or like in the September months edition. Fist II was glorified with the Fist kicking a masked attacker quite viciously in the face. On the front cover of September's Zzap 64 two knights beating the guts out of each other literally. Please if you must glorify games clean it up a bit please.
*Darren Parton,*
*Crewe, Cheshire.*
**We don't glorify violence, we merely illustrate games. Zzap always go for gross covers, check October (but don't buy it).**

## Physical jerk

I have noticed a sudden trend in telling people how to become good at a particular game. Unfortunately such knowalls do not tell you how to develop the correct physique to be a master gamer. So here's my guide to healthy gaming.

Diet: Don't. Healthy diets are for marathon runners. The healthy gamer should eat plenty of junk food. Cholesterol! I hear you cry. Well hear me out. As you sit gaping into the TV screen people around you invariably try to get you to do something else. Such people are often called parents.

The only way to get out of such tasks is to stay fat and unhealthy.

Exercise: Don't. Don't even run to the computer shop. Take a bus, car or taxi.

The only real strength you need is a strong grip, so that when your brother decides it is his turn for a game you can fend him off. I am writing a book on this subject due out next year. Please send £50 cash to:
*David Rawlinson,*
**Thanks Dave, but we'll give it a miss. As the core of EMAP's football team we like to stay healthy. We don't succeed but we try. If only the pub wasn't next door.**

## Infiltrated

I was disgusted to read Eugene Lacey's review of *Infiltrator.* How could he give a game as good as that only 5? If I was Chris Grey I'd come round and break his legs, especially after giving it a good preview.

Don't give this man any more games to review even if he is the Ed.
*P. Saunders,*
*Chigwell, Essex.*
**Actually Chris Grey did come round to see us after that review, but things were resolved amicably. Shortly after this arrived a very suspect letter arrived in the mail . . .**

## The Ed writes

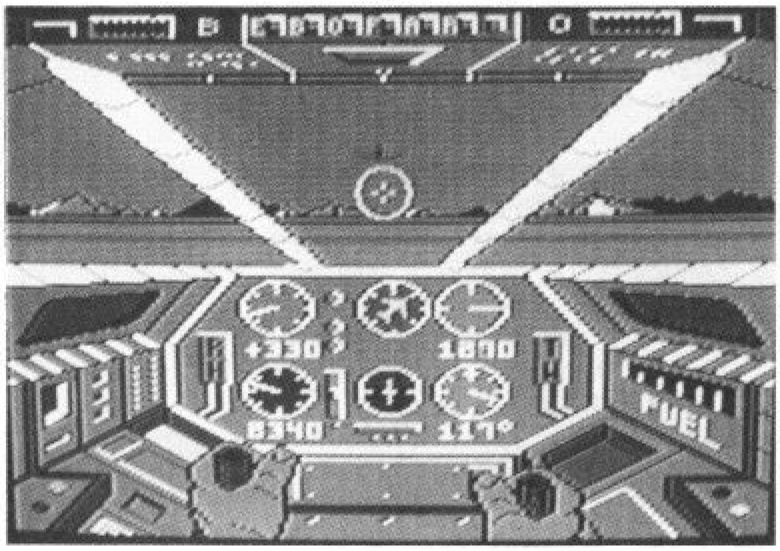
I have just bought *Infiltrator* and I must write in and tell you it is the biggest load of rubbish I have ever seen. Eugene Lacey summed it up when he described it as "garbage". I only wish I had read the Ed's review before I bought the game.

Well done CU — keep up the good work.
*John Smith,*
*Ludlow.*
PS. I think Hot Shots sucks.
**I think it's sad the Editor should be reduced to such blatant self publicity. Please someone, write him a nice letter.**

## Garbage

I was reading your September '86 edition, and I saw on your review list *Infiltrator.* I thought, great, and turned to it immediately. I began reading it expecting praise but to my dismay, I am confronted with 'a whole load of drivel' written about the instructions. Can't your reviewers take a little joke? The Zzap 64 reviewers understood it, even 'Girly' Penn *(wow, he's so intelligent — Ed),* so why can't you? To more of my horror I read 'none of Johnny's other skills are actually used!' What do you expect? The hero to whizz off to Hollywood?

Saving the world is quite a good scenario, and the game more than makes up for it. Uridium has the same basic idea *(Wot? — Ed).* Really CU 'pure garbage'.
*Alexander Blake-Davies,*
*Bahrain.*



## Art lover

I think it's time that someone recognised the work of Lee Sullivan, the man is brilliant. I hear loads of people saying Who? Well if you bothered reading CU you'd know he did the cover design for September and I thought it was brilliant. Please, please can we see more of his ace, cool work.
*Angus Murray,*
*Newick*

## Arcade inaccuracy

Since I bought my first issue after buying a 64 (only July '86) I have become a religious reader of your magazine. Naturally I was eager to try out my new home computer so I spent £15 odd on the best looking games I could see — *'V'* and *The Way of the Tiger.*

With the help of *Play to Win* I was able to complete 'V' in no time and eagerly awaited a similar feature on TWOT in my September CU — SO WHERE IS IT? EH?! Never mind CU, even the best of magazines get things wrong sometimes!

Anyway, I really want to express my feelings on the conversions of popular coin-ops to that of home computer software . . . BLEURRG!! It just shouldn't be done, I mean take a look at *Spy Hunter,* a very enjoyable arcade game, but on your TV screen?!

OK though, *Green Beret* and *Ghosts 'n' Goblins* turned out well with only the odd moan in them, but games like *Gauntlet* and *Space Harrier* are just going too far to be converted with any real accuracy. You never know, I may be pleasantly surprised, but until that day my argument stands as it is.

I must also disagree with a certain

***Our letters bag is bulging with your comments, criticisms, queries and praise currently so we're expanding our letters page. Every letter printed gets a coveted Commodore User T-shirt, but we've added an extra incentive — the chance of winning a chart-topping game for the star letter of the month. So get your pen and paper out and write in to:***

**Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London ECIR 3AU.**

# Letters

reader who shall remain nameless (Scott Whitehouse everybody!) who wrote in not long ago stating that you should not waste space by reviewing software which is a load of complete *@*@!? I mean if you didn't then I would have probably gone out and blown up a good £9 on an 'Overall 2' game like *Sam Fox's Strip Poker* from not knowing any different.

Oh, and a message to all you bullies out there: "Why the hell won't you leave Mike Pattenden alone?" He is part of the magazine remember, Luke Skywalker's Lightsaber! Hitler's moustache! Free gifts in breakfast cereals. Imagine's 'Mikie' is . . . yep, Mr Staff Writer himself. I rest my case.

Keep up the good work everyone as at the moment I'm busy converting *Zzap 64* readers into good old CUsers, so far they're impressed!

*Paul Evans,*
*Redruth, Cornwall.*

## Previews

Please help me!! I am totally confused with your previews. You previewed *Nexus*, saying it would be good, yet what do you say in the review? The complete opposite. The same goes for *Infiltrator*. You hyper-hyped it, and then slagged it off. My VIC II chip is smouldering away in confusion.

I agree with Jack Diamond in that Your Commodore print far too many listings which are far too long.

Dear Steven Devlin, if everyone had the same things to say about a game, this mag, would not survive and neither would many others. If everyone had the same thoughts, I would fall asleep while Dallas was on.

About your Play to Win, the Rambo tip DOES work, I've done it. However, the pokes you printed for Wizardry crash the game after a while.

How about a high scores page so us champion game-players can have a challenge?

Keep up the good work, and don't sack M. Pattenden!

*Douglas Sinclair,*
*Powmill.*

**A preview is exactly what it says. The game is not finished so it's often difficult to tell what the finished product will look like. If it turns out to be no good surely we have a duty to say so.**

## Star Rating

Star Letter

I love your mag. It's the best computer mag around. I like Hot Shots the best, but I love all the other pages too!

I've been seeing that a lot of your readers have sent in their Ins and Outs. Well here is mine:

IN: CU, Ultima IV, Rob Hubbard, Play to Win, Mastertronic, Green Beret, Ken McMahon, Hot Shots, Cheapos, Infiltrator, Chris Grey and Firebird.

OUT: Zzap, US Gold, Ultimate, Karate games, C16, Ocean, Atari, Easy Enter and business software.

You give games stars so I'm going to give you stars! (5 stars are max.)

Paper Quality: ****
Price: *
Reviews: *****
Into the Valley ****
Play to Win *****
Hotshots *****
And now, the G-Force
Mike Pattenden: ****
Ken McMahon *****
Fred Reid ***
Ferdy Hamilton ***
Colm Clarke ***
Eugene Lacey **
James Pickering **
One on one, that's the stars.
Together, the G-Force knocks the hell out of all other mags.

*Lars Dyburad,*
*Norway.*

Star Letter

## Oh no, PPLO!

We have been on holiday for the last few months on the Costa de Libya. We then returned on a mission with Agent 'Double X' Kubinski, to the meeting of many VIPs at the PCW Show.

We approached the 'Comrade User' stand, but they failed to notice Agent Kubinski, maybe his camouflage was too good.

Finally, he managed to infiltrate the Mastertronic stand and break into the ultra-high-security, perspex cubicle around the masterful Joztik Device. After having replaced it with an exact replica, he then moved onto the second objective, observation of American Imperialistic Space Technology, alias the Beyond stand.

Our agent was highly impressed with the first ever chipboard electronics. He also took photographs of the slimline consoles and touch-sensitive stickers for controls. Only two crew members were at the helm, but unfortunately they were too busy looking at the Dilithium crystal ashtray to notice him.

After this, there was the prime objective of raiding the Activision stand and capturing all Pet Berks for immediate execution. This was accomplished with the aid of the tank from the 'Aliens' stand.

There was a long-haired man with a beard who begged to join us, but Agent Kubinski said that an Amiga is non-acceptable currency. With this, our agent returned to his holiday in Libya.

Beware, that Jamie Bourne is an agent of the Lurklow regime, and cannot be trusted.

Also, we spotted our accursed arch-enemy, Mitchell 'I'm going to make a suspect VIDEO' of (almost) Eidersoft. He was eating strange biscuits . . .

Our next letter will include a cheat POKE to allow that Rambo of the Pet Berks (one of our agents), Bomb Jack (Hedbutov) to complete his mission safely.

*PPLO,*
*Slough, Berks.*

**Err, what can we say? Thanks for the Show report comrades.**

## A girlie writes

I have been reading CU for a year now, so I won't bore you with all the details about how fabbo the mag is.

I was extremely pleased when you started reviewing more C16 games.

There is just one thing I would like to say. Don't you print girl's letters or do they just not write in? So far I have only noticed a few in the mag's 'Letters' section.

I know as well as you do there are many girls who are good at computer games (Computer wizards are not all boys.) So to round it all up, I would like to see more letters from girls printed in your magazine.

*Alexia Peffers,*
*Pinner, Middlesex.*

**Fine by us, but there's more than one this week anyway.**

## Mistakes

I've noticed that since your June issue the number of Screen Scene reviews are getting less and less. June issue (very good) had 23 Screen Scene reviews. Then the July issue (not bad) had 19 Screen Scene reviews. But the August edition had an utter sixteen Screen Scene reivews.

I'd still like to say that the Play to Win is really brill but in the August edition it says on *Kung Fu Master* "Press shift lock, and G to get a gun." That's all very well but after the first go it breakes down so I have to load again. Why is this? In the July edition on the Next Month page you said that you were going to show *Mercenary* for the Plus/4.

You didn't. You also said you were going to have *Biggles* on Play to Win. You didn't. Apart from the mistakes your mag is brill !!!!
*Richard Payne,*
*Poole, Dorset.*

**The number of games we review depends on the number we get. Summer is traditionally quiet for releases.**

## More poetry

● CU is as good as it's ever been,
there's all the games in Screen Scene,
there's all the pokes in Play to Win,
you just don't know where to begin.
There's all the comps with very good prizes,
behind every page you find more surprises,
US Hotline from the United States,
on the Contents page you'll see all the greats. There's all the things that are Tried and Tested.
Do the 64's ever get rested?
There's Buzz with all the latest news,
lots of type-ins for you to choose,
look at the charts to find the bestseller,
there's Tommy's Tips from the smart feller,
there's never any wasted space,
new look CU is really ace,
please please send me a CU T-shirt,
if you don't, I shall feel hurt.
*Brian Aitchison,*
*Harrow, Middx.*

**How could we refuse? Just don't write any more poetry.**

## East v West

● How pleasant it is to see how many of the games being published nowadays are not of the boring and aggressive shoot-em up mould. Admittedly, games like *Rambo, Green Beret* and *Saboteur* do still appear (and, unfortunately, sell extremely well) but these are increasingly being replaced by peaceful and still enjoyable adventures and simulations like *Summer Games* and *Alter Ego.*

In these days when the atmosphere between East and West is hardly at its very best, games like the aforementioned *Green Beret,* where the soul aim of the 'game' is to free scientists captured by the evil Commies, snuffing as many of the latter as possible on the way, do little to pave the way for better relations.

I realise that this is not your fault; it is merely your duty to review these distressing games, but don't you agree these games may produce a generation of people who will fear and distrust all Communists?
*Luke Jacobson,*
*Putney, SW15.*

**Do they have games full stop? But we take your point. There's nothing wrong with a good shoot 'em up, but giving them so-called realistic scenarios is a bit off.**

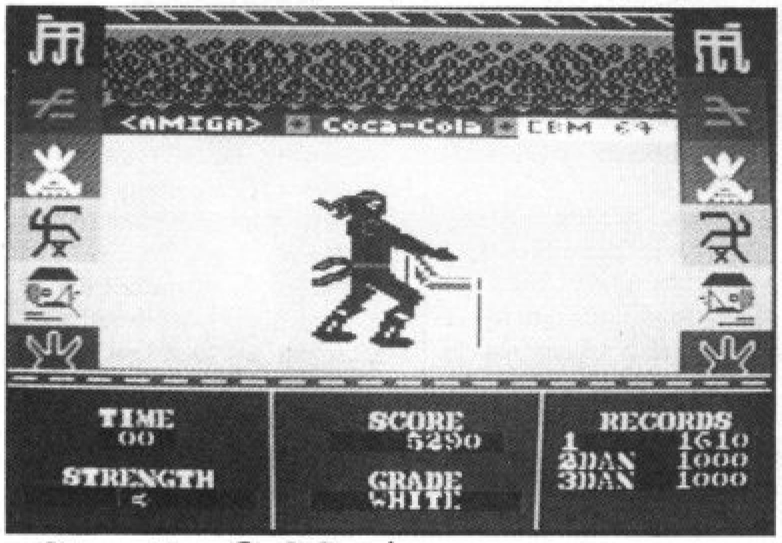
## Poor show

● Having read previews of the many excellent games coming soon for the 64, I was looking forward to seeing some demos at the 8th Commodore Show in Manchester. However, the show (the first up North since I got my computer a few years ago), was a bit disappointing.

I attended on the Friday, only to find one magazine present (CCI), some mail-order companies, and not a single respectable software firm with new games — no US Gold, no Melbourne House, no Firebird. What happened to CU? Understandably, the PCW Show was held a while earlier and the schedule would have been hectic. If this was the case why didn't the organisers move the Commodore Show forward? In the event of a future clash, the firms should split up equally between the shows.

Despite this the firms that were there were very good, especially Commodore with the Amiga. I hope there will be a better computer show in the North soon.
*Mario Richard,*
*Rochdale.*

**It was just too close to the PCW Show. The lack of software houses made it pointless — shows are expensive things. Bit of a vicious circle really.**




## 0 out of 10

● As a regular reader of Commodore User, I would like to know how you predict the games charts especially when they are issued with the magazine, a month early?

And another thing that baffles me and probably you, how do so many low-marked games get to the charts e.g. *Ninja Master* was give a "zero", but in the General Chart it has whizzed up to number nine. Are the chart researchers a load of good for nothing nincompoops, or is it you who are the low marking experts? Please answer these questions for me and for other readers.
*James Arnold,*
*Bath Avon*

**Truth is, there's no accounting for poor taste. Ninja Master was naff, we said so, but people still bought it. What more can we do? Take away everyone's pocket money?**

## Zzap Bogey

● How could Zzap give *Leaderboard* a gold medal? Leaderboard is boring. No bunkers, hills, trees, and not very addictive because of these faults. Well done Bohdan on giving it a bad review.
*Graeme Service,*
*Port Glasgow, Inverclyde.*

## Mike Vindicated

● I must say that I don't understand Steven Devlin (Sept. Issue), who attacked Mike Pattenden. For instance, how could *Yie Ar Kung Fu* get a screen star over *King Fu Master*? I must say, that I couldn't have made a better choice myself.

*Yie Ar Kung Fu* is a wonderful game. Both the graphics and the idea are just superb! *Kung Fus Master* is so boring that I only played it once, and I tell you, that was definitely enough.

Now on to *Commando* vs *Rambo.* What do you mean "bribed by the lads at Ocean."? I've never heard something so stupid! *Rambo* was (probably) chosen because it's much more advanced than *Commando.* In *Commando,* you're only running around killing people. In *Rambo,* you're flying helicopters, rescuing captives and (unfortunately) killing people. No more critics on Mike, thank you. I really enjoy reading his reviews. I'd also like to add, that all CU-reviews are fantastic.
*Erik Flodgren,*
*Sweden.*

## Boxed in

● Please tell me why popular software companies constantly package their games in double cassette boxes when they only contain a single tape?

Apart from being an unnecessary waste of pennies on each package, they are also very difficult to store. Cassette storage systems are widely available but as far as I can see, none house these double cassettes. This surprises me as many music compilation albums also use the same packaging.

If this weren't bad enough, Nexus Productions produce a stupid show-off package that no-one can store without buying an ordinary spare case!
*Neil Kent,*
*Leicester.*

## Sabotage!

● I am writing to criticise a game from Durell called *Saboteur.* I forked out £9 for this game, only to find it was a complete waste of money. Why? Because it was supposed (I think) to be a difficult arcade adventure. I completed it the first day I had it.

In the licensed arcades the games are much more interesting, not because of fancy graphics or mind-blowing sound, but because of a high degree of difficulty.

Surely it wouldn't take up any more memory if the opposing sprite fought better or shot more accurately. I think games would be much more interesting and would hold an everlasting appeal.
*Nicholas Brown, Birmingham.*

# Letters

## Supply and demand

● I have just got my copy of Commodore User from the local newsagent and as usual it is brilliant. Now, straight to the point. Robin Carmichael talks a load of drivel. Does this man not realise that a best-selling mag like CU has to cater for the age-group which demands it and if it didn't it wouldn't be a best-selling mag, would it!?

P.S. By the way, what has happened to Uncle Jim?

*Andrew Baker,*
*Lynwood, Scotland.*

**Uncle Jim blew a fuse.**

## Preview power

● I have finally decided to write to you for the first time. Firstly I would like to say how brilliant your mag is, the reviews are ace (especially Mike Pattenden's). He gives full details about the games (the *Fist II* preview was excellent). So stick that in your mouth Steve Devlin!

Change of subject, I think that more arcade games should be converted to the 64, for example *Green Beret* was excellent. Also *Gauntlet* will probably be the best game ever if US Gold make a good job of it, your preview on that was great too!

The competitions are very good and Play to Win is the best pokes and tips section throughout Commodore magazines. Thanks again for a great mag.

*Steven Blackmore,*
*Droitwich, Worcester.*

## Chris Grey sued shock!

● I was deeply shocked and disgusted by some of the mistakes in your magazine.

In the July '86 edition you said that *Dirty Den* was in fact for the 64/128. Outrageous! Then you go and put in the Aug '86 edition that *Hyperforce* costs £1.99 or in Paul Kierna's terms, two sovs! Despicable!

But, still, your magazine is brilliant. Well done! Slap on the back! Especially well done on the C16 bits as these are getting better all the time.

By the way! Tell Chris Grey he's got a law suit on his hands to the tune of 20 billion dollars and a C64. I wrote *Infiltrator* and then he goes and says it took him eleven months to write! Rubbish! I'll even tell you the first line to prove it. 5 SCNCLR.

Ha? So Mr Grey, expect a letter from my lawyer in the next two weeks. In the meantime, goodbye.

*Avid CU reader,*
*Stretford, Birmingam.*
*Gosforth, Newcastle upon Tyne.*

## Concerned of SE15

● I am writing in to express my concern over Commodore.

When I walked into the PCW show the first thing that caught my eye was AMSTRAD. UGH! in big letters. A large stand sitting halfway in the middle of Olympia 1.

I grabbed a show guide and started to look around. Then to my great amazement I discovered that while all the other big companies were here, Commodore were hiding in the business hall.

It is utterly stupid that all those coming to this show, thinking of buying new computers will think Commodore has gone bust or something, and buy a Speccy. Why should we Commodore owners suffer while Commodore decide to start going back to concentrating sales into America? It seems that they are commiting suicide. Anyway, I hope my point has been made. Keep up the good work!

P.S. While the other Commodore mags are decreasing in quality, you're still improving!

*Robb Horsley,*
*London SE15.*

## Plus/4 moaner

● I am a proud owner of a Plus/4 but there is one slight problem, it has an excellent memory (64K), but there are very few games, and the majority of games are for the C16 which isn't up to Plus/4's standards.

When I got the computer I was hoping that all the games would be 64K versions, and when I got out to the shops I always find C16 Plus/4 and honestly I have never seen a Plus/4 only game in a shop. Why is it that software companies only make C16 Plus/4 games, why not one for each?

Tell me the point of buying a Plus/4 when you can only get C16 games, how about CU reviewing Plus/4 only games (if you can find one).

*Steven Roberts,*
*Childer Thornton, Cheshire.*

**Basically, the software houses can't be bothered because they can't make enough money out of you.**

## Snappy Title

● I have never written to any mag before but I am so enamoured with your splendid publishing prowess that I had to write to you to congratulate you.

Your reviews, though they are about ten too few in each issue, are brilliantly written and really sort the good from the bad. Ken McMahon's review of *Ninja Master* (why did Martin Wood call it Ninja Warrior) was brilliant, really putting it in its place. When I saw it, I thought it was a crudely animated 'scarecrow' program that my friend had knocked up in five minutes. (So, A. Disappointed Person, Parkstone, Dorset, stick that up your 'Original and Amusing!!)

Also, I glanced in Crap! 64 and saw a crude review of a prog called HES games. Plod down the shop, quarrel, plod back, only to be told that the ol' Beano computer supplement have got it wrong again. (I ask you — does 'HES games' look remotely like 'Go For Gold'?). As I'm writing to Commodore User (did you know that Cracked! 64 readers have called you Commode User? wildly cutting — you should sue), I *do* enjoy bicycle shed humour, I am hopelessly in love with Ms Fox and she can exploit anything she wants, and here's the obligatory list of what's Hot and Wotznot in '64 land:

HOT: Elite (game), Elite (company), Lords of Midnight (100% addiction), Ghosts 'n' Goblins, Green Beret, Druid, Gauntlet, US Gold, Firebird cheapos.

NOT: The other Beyond games (boring), early Imagine games (Wacky Waiters etc) Mastertronic cheapos, D. Procida, T. Waterhouse and also Mike Pattenden for being the first on Gauntlet. (You swine, you swine.)

*Kevin Page,*
*Tutshill, Chepstow.*

P.S. I bet you can't think up a snappy title for this letter.

## Salty Scouse seadog

● I am writing in to tell you that the software piracy business is perhaps worse than you imagine.

It is with regards to your news section that I am writing this letter, about the "new" game out *Crystal Castles* by US Gold (October edition).

I, and many other of my Commodore 64 owner friends, have owned a copy of this game for 2 years before the game was featured in your October news section.

I feel this goes to show that the software piracy business has really grown out of proportion.

*Anonymous,*
*Liverpool.*

**US Gold are aware of the existence of copies.**

**Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**




If you own a BBC Micro, Commodore 64 or Spectrum 48k/128k – you could have a totally automated home at your command.

It's time your computer grew up and realised its full potential – as something more than a data base, a word-processor or an expensive toy for your kids. From now on, your home computer can do a lot more than play games.

The Red Boxes control system lets your computer earn its keep defending your home against intruders, acting as a round-the-clock security system, giving you control over any electrical appliance whether you are in, or out.

The Red Box starter system takes you right into the exciting world of home automation from as little as £129.

## Just plug in for a more efficient home.

Simple to operate, it plugs straight into your home's ring main and needs no other wiring. You don't need any programming experience to operate it.

The system can control internal and external lighting, on/off switches and dimmers in different rooms in different sequence. It can activate washing machines, tumble driers, dishwashers, hi-fi, television, heaters – in fact, everything operating through your mains via a 13 amp plug.

## Prevent daylight robberies.

Most burglaries happen during the day, so the Red Boxes control system works just as hard then as it does at night.

If an intruder enters your home, the Red Boxes control system will see him off sharply.

As soon as its sensor is disturbed, the alarm will raise the roof.

However, more importantly this system can also deter people entering your home by creating an appearance of constant activity.

## Turn your home computer into a command terminal.

The Red Box starter system comprises three red boxes.

RED LEADER is a complete 6502 based microcomputer with 16 kbytes ROM, 8 kbytes RAM, peripheral controller with 2400 baud mains modem and host computer link, with an integrated power supply. Its powerful micro-processors turn your micro-computer into a command terminal. This is the heart of the system – its even sophisticated enough to recognise which type of computer you own!

RED ONE is a micro-processor controlled 13 amp mains outlet working under the supervision of Red Leader. With Red One at a socket you have power over domestic appliances and lights connected to that outlet.

RED TWO is a complete micro-processor controlled movement detector which feeds back data to Red Leader via mains borne signals – raising the alarm on intruders as soon as they enter its heat seeking zone.

## Unique tamper-proof security.

Our Red Boxes operate a secure communications protocol. Incorporating tamper-proof PIN codes. All 'slaves' – outlets, sensors, switches – are first introduced to Red Leader using their own secret 24 bit address. Secret 'keys' are assigned to every device – lights, TV etc., known ONLY to you, and messages between devices are also encoded using random numbers to further secure the system.

No other Red Leader knows your slave codes; therefore no unauthorised person can interfere with the operation of your system.

## Computer to computer communication.

Communication is a vital aspect of our Red Boxes system.

Controllers are not isolated from one another – they are connected with each other, through the mains borne system and so communicate with each other and with Red Leader. If Red Two sends a message to Red Leader indicating an intruder, Red Leader responds by telling a switch unit to activate the alarm.

If you operate two home computers, they can communicate with each other through the system, enabling you to set them more complex tasks. And because Red Boxes have integral micro computers, this leaves your home micro free for normal use outside Red Boxes programming.

## The possibilities are endless.

Our Red Boxes are ready for them. With humidity detectors, sensors or additional motors, this system can be used for weather monitoring, aerial rotation, home brewing, greenhouse thermostat control, keyless access via electronic door locks, remote access control via a telephone modem – even a robotic arm for performing simple mechanical tasks like tea making and shoe polishing. One day we might even invent one to iron shirts, why not. Our Project Manual at £9.95 describes a whole series of exciting applications.

## Trial run.

For a FREE 14 day trial of the Red Boxes control system WITHOUT OBLIGATION complete the coupon and post to: Electronic Fulfilment Services Ltd., Chesterton Mill, French's Road, Cambridge CB4 3NP.

Your Red Boxes control system will be delivered within 28 days and if you are not delighted for any reason just return it to us for a full refund.

The Red Box starter system costs £129.

And additional Red One and Red Two Boxes are £34.95 each.

JUST PLUG IN AND SEE WHAT YOUR HOME COMPUTER IS MADE OF.

To: Electronic Fulfilment Services Ltd., Chesterton Mill, French's Road, Cambridge CB4 3NP.
Please send me the Red Box starter system at £133 (inc. £4 p.&p.)
My microcomputer is a BBC Micro/Commodore 64/Spectrum 48k/Spectrum 128k. (Delete as applicable.)
Also include: ______________ Project Manuals at £9.95.
______________ additional Red One control boxes at £36.95 each. (inc. £2 p.&p.)
______________ additional Red Two infra red sensor boxes at £36.95 each. (inc. £2 p.&p.)

I enclose a cheque for a total of £__________ made payable to General Information Systems Ltd. Readers' Account.

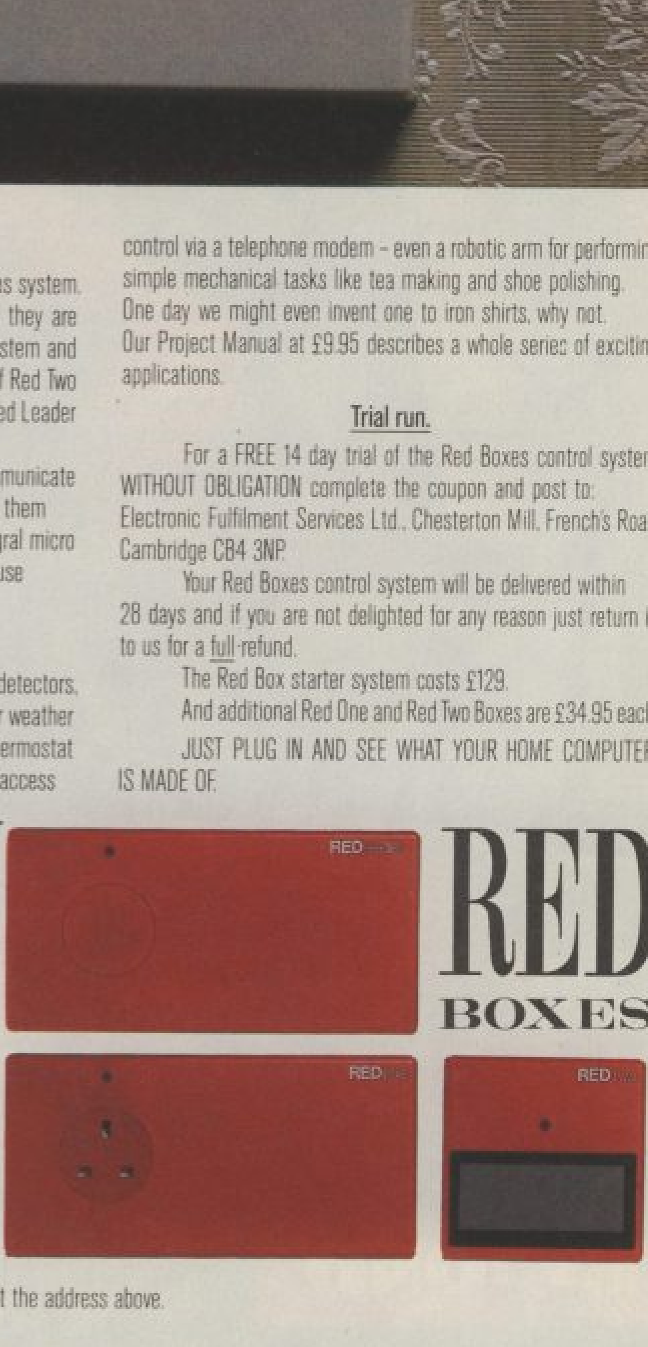
Signature______________________________

Name______________________________

Address______________________________

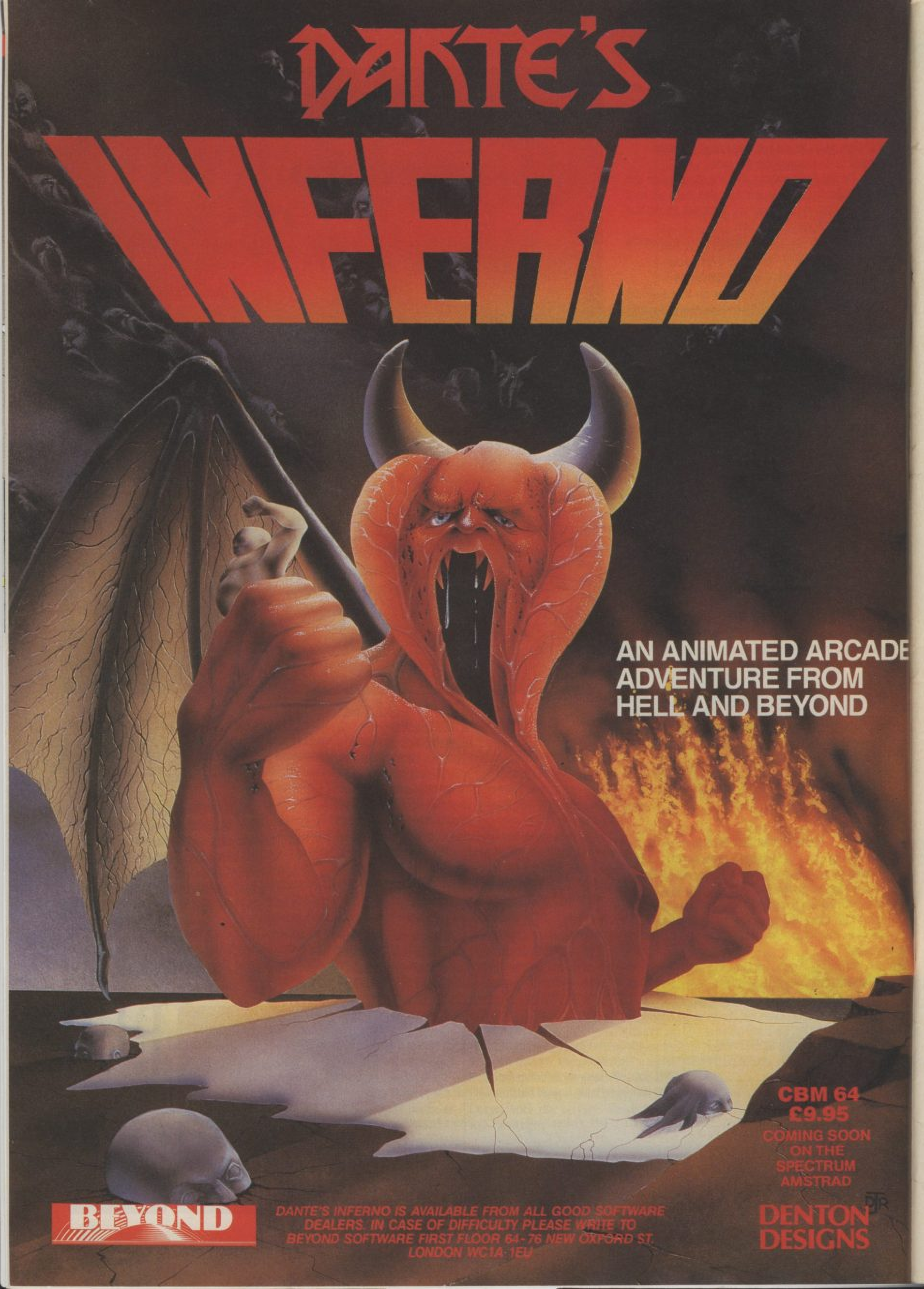
______________________________

(S1)




RED BOXES

Enquiries on technical specifications and special applications, contact the address above.


DANTE'S
INFERNO
AN ANIMATED ARCADE
ADVENTURE FROM
HELL AND BEYOND
CBM 64
£9.95
COMING SOON
ON THE
SPECTRUM
AMSTRAD
BEYOND
DANTE'S INFERNO IS AVAILABLE FROM ALL GOOD SOFTWARE DEALERS. IN CASE OF DIFFICULTY PLEASE WRITE TO BEYOND SOFTWARE FIRST FLOOR 64-76 NEW OXFORD ST. LONDON WC1A 1EU
DENTON DESIGNS

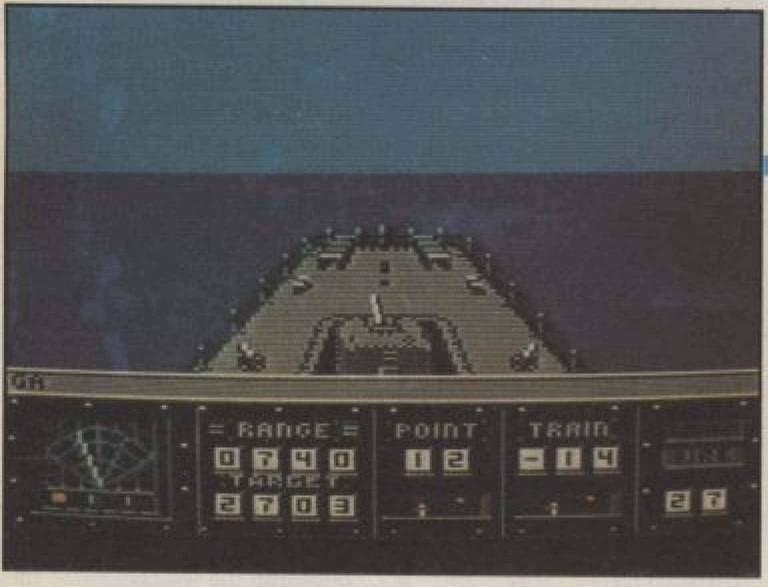
# BUZZ



Aaaaaoooaaargh! That's the kind of noise you might make if you were Tarzan and someone stole your Jane. And that's just the kind of noise Martech promise will emanate from your 64 as you swing through the jungle in search of her in their next release.

You'll have to negotiate quicksand, snakes, lions and apes in your quest for Jane who has been abducted by a native chief. The chief is steaming mad because someone's gone and nicked seven of his sacred jewels — find them and you can have Jane back, fail and she'll be making an appointment with the local shrink.

Apart from some synthesised sound Rob Hubbard is producing some original tribal music. Sounds good, looks good too . . .

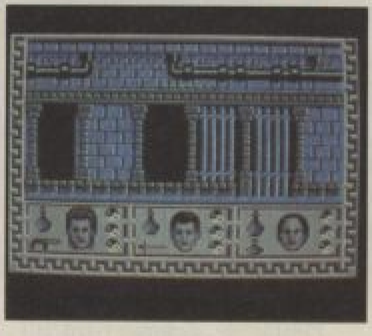



After the success of *Silent Service* Epyx have designed a program to put you in charge of WWII Fletcher Class destroyer for their next simulation. Called *Destroyer*, the game will place you on the bridge from where you'll be able to man any one of the thirteen different stations on the boat, select from seven different missions, hunt Japanese subs and ships, ward off air-attacks with your anti-aircraft guns and make good any damage inflicted. Presumably you'll be expected to go down with the ship should things not go to plan.

The Sentinel is a force of silent power, a conqueror of worlds, a man who can easily eat a whole box of Shredded What. It's also the next biggie from Firebird. When we say biggie we mean it, Sentinel features 10,000 3-D landscapes comprised of hills, valleys and plateaux, all guarded by sentries and meanies.

The objective of the game is to absorb the Sentinel with your robot, or synthoid, a specially constructed robot designed to relieve the world from his evil scourge. It's an unusual one this — unlike anything you've seen before.



If you haven't already seen Aliens then go and see it. That way you'll enjoy the atmosphere of Activision's game all the better (see above). It's a multiple player arcade game which demands strategy and speed. Writer Mark Eyles is promising big fat sprites of the aliens to set your hair on end as you try and fight them off. It'll be in a shop near you some time this month.

Also available this month from Activision is another film title currently under production. *Big Trouble in Little China* (see above). Naturally it'll feature martial arts, but Activision promise this'll be a triple hero, multi-weapon game which takes you into the domain of the evil Warlord, Lo Pan, below the streets of Chinatown.





Old hands Denton Designs pop up again with a new game for Beyond entitled *Infodroids*. Set on a huge city planet, the game puts you in the position of a droid operator, controlling communications robots which travel around the city's expressways delivering important documents. You direct operations whilst the droids suffer the problems of the future postal system, fighting off other companies' robots (I knew privatisation would end in tears) and even pirates. The mail must get through! No second class reviews though . . .

# BUZZ

## Connoisseur Collection




**We've all given up hoping Commodore will cut the price of the 64 in time for the Christmas rush. Even the new one, the 64C, is no snip. Instead of offering you MFI-style bargains like the rest of the computer world, they'll sell it to you in a bumper bundle for £249.99 — you'll need a wheelbarrow to get it home.**

Called the *Connoisseur Collection*, the emphasis is on family fun and Commodore believes it will be "one of the most talked about gifts this Christmas". It's certainly one of the biggest.

The pack features the new-look 64, the standard C2N cassette recorder, a mouse and drawing software and some games tapes. My calculator tells me that the peripherals come to around £100, so you're getting the computer itself for a little under £150. And that sounds much more reasonable. Let's look at what you get in more detail:

● **64C computer:** inwardly identical to the old-style 64, this model features a much sturdier cream-coloured outer case and superior keyboard.

● **C2N datasette:** nothing new here, just the bog-standard model of old — they might have redesigned it for the new 64 look.

● **Mouse and Cheese:** this is the most expensive item consisting of a mouse and drawing software. Called the NEOS mouse, it's very well constructed in Japan, but we suspect it's been around a while. The full-colour drawing software (called CHEESE) is pretty useful too, providing everything you'd expect plus more advanced features like magnify, mirroring, copy and x/y coordinate display. Used with the mouse, you get very smooth movement. The only letdown, though, is the simply lousy manual.

● **Monopoly:** remember the Leisure Genius version we reviewed two Christmasses ago? Same one, but it remains a very good game with nice graphics and realistic representation of the board and playing cards.

● **Scrabble:** another Leisure Genius conversion and a good one at that. I'd rather play Scrabble on a board, but at least the dog can't walk over this one and mess the pieces around.

● **Cluedo:** the third LR conversion and graphically the best. A nice touch is that each of the six suspects gets his or her own tune. Me, I reckon the Colonel did it in the conservatory with a spanner.

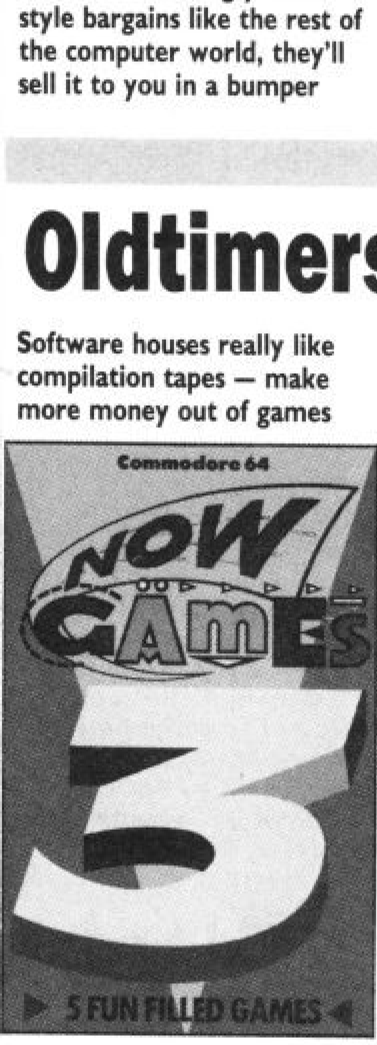
● **Pitman Typing course:** probably one of the more useful things you can do with a home micro. The tape consists of a set of typing drills and practises that assess your speed and akooracy (sorry, accuracy). At the top level you get to type whole sentences and passages — a good program but no marks for graphics.

● **Grandmaster Chess:** this is Audiogenic's stalwart game, older than I can remember. But it's no-nonsense large board display with last move and time taken makes it one of the classier 64 chess games around. By the way, you get a version of Othello on the other side.

There's no doubt that this all amounts to a bargain and will probably attract people who've never owned a computer before or have less spectacular models (dare we mention the 16 and Plus/4?). But the games included are pretty unexciting, considering the classy games around right now. The aim is probably to attract parents more than the kids themselves — after all, they're the ones with the wallets. Maybe they should have included a few of our Screen Stars?

## Oldtimers

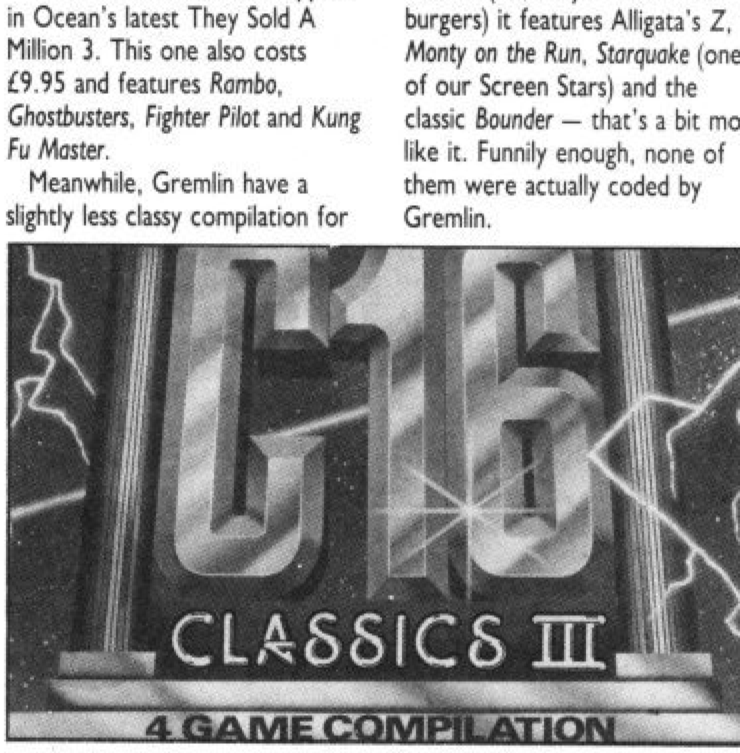
**Software houses really like compilation tapes — make more money out of games that have already been pensioned off. They're quite a good idea for us, as long as the games you get were good enough in the first place to warrant a re-run. So a pat on the back for Elite, Ocean and Gremlin, and a raspberry for Virgin.**

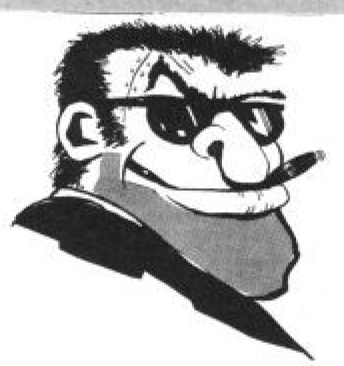



Elite are planning a classy series of compilations called Hit Packs. The first features their own recent Chart highflyers. It contains four games: *Commando, Bomb Jack, Frank Bruno's Boxing* and *Airwolf*. Elite are also planning a Hit Pack with a sporting flavour early next year. At £9.95 each, that's pretty good.

You'll find more Chart toppers in Ocean's latest They Sold A Million 3. This one also costs £9.95 and features *Rambo, Ghostbusters, Fighter Pilot* and *Kung Fu Master*.

Meanwhile, Gremlin have a slightly less classy compilation for the same money. Called Zzap Sizzlers (no, they're not bacon burgers) it features Alligata's Z, *Monty on the Run, Starquake* (one of our Screen Stars) and the classic *Bounder* — that's a bit more like it. Funnily enough, none of them were actually coded by Gremlin.



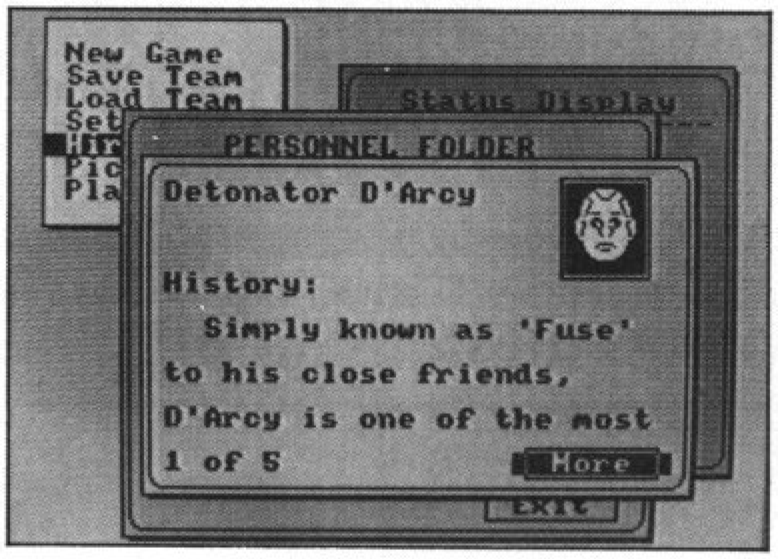


# Smash and Grab

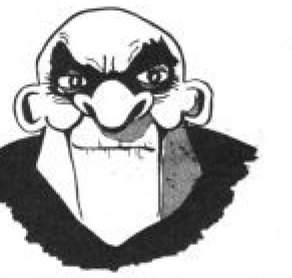
**Rob from the rich and keep it for yourself is the idea behind *They Stole A Million*, Ariolasoft's latest strategy game. Like most cunning robbers you first choose a robbable venue — a bank, jeweller or art gallery will do nicely. Then you start allocating the money at your disposal to buy more information and blueprints on the joint you've cased.**

Then you hire your team, each of whom demands a fee and will expect to take a cut of the loot. There are eighteen Job Opportunities boys available with skills that, funnily enough, match their names. How about Charlie Volts, Crusher Jones, Fingers Flanagan and Detonator D'Arcy?

Next step is to coordinate each member of the team to execute and complete the various stages of the robbery. That's done in real time, and you can go back later and edit your plan. When you're satisfied, you sit back and watch the scene play itself out. You can still intervene, though, if things start to go wrong. All being well, you'll make it back to the getaway car with some extra luggage. We'll be robbing Ariolasoft for a revue next month.





For C16 and Plus/4 gamers, Gremlin also have the third C16 Classics tape, this one lines up *Jet Bricks, Sword of Destiny, Reach for the Sky* and *Gullwing Falcon*. We've never heard of Jet Bricks but the others look pretty reasonable. That's priced at £9.95 too.

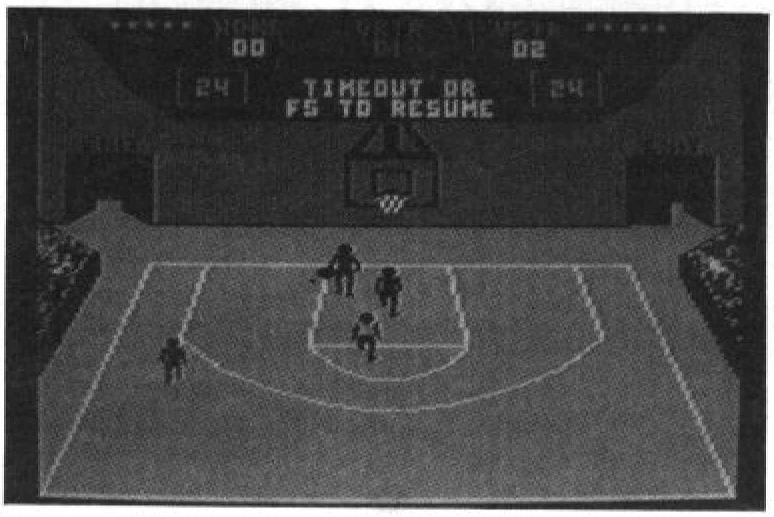
Last and definitely least are Virgin with their latest Now Games 3. This one scrapes up dodos like *Nick Faldo Plays the Open* and Domark's resounding flop, *A View to A Kill. Sorcery, Codename Mat II* and *Everyone's a Wally* redeem things a bit but, all in all, this one's a loser compared with the rest.

# Two-on-Two

**Ever wanted to try a few Slam Dunks with Magic Lyndon, Elgin Cutter or Wilt 'The Tilt' Dulmage? *(you've been watching too much Channel 4 basketball, Ed).* Now's your chance with Gamestar's new *Two-on-Two* basketball game, distributed in the UK by Activision. It costs £9.99 on tape and £14.99 on disk.**

The game lets you choose from a huge range of playing options. The best one involves choosing a partner from a list of Stars (they're all American), each given points in a set of six skills. You can rate yourself in the same way. But your partner can also be human, playing against two computer-controlled opponents.

There's also an option for playing in a league championship in which you choose a division and your own team against five others. Win the division and you go forward to the GBA championship game. Practise mode is also one or two player, allowing you to experiment with things like tip-ins, hook shots and rebounds, and do a one or two player exhibition. We're sharpening up our ball skills for a review next month.




## C+U Shorts

**Cheap Commands:** *Ultrakit* is the cheapest Basic utility for the 64 we've seen. It's from Alpha-Omega and it costs just £4.95. It includes commands for debugging Basic programs, listing to a printer, altering and checking blocks of memory and also throws in a multicolour character designer. More usefully, the programs you create with Ultrakit are independent of the program. Alpha-Omega are on 01-985 6877.

**Blinker:** *Blinker* is a Basic Linker program for your Commodore 64 that lets you write programs just like the professionals. It enables you to program in a modular and structured way, using he GOSUB command to access libraries of subroutines and modules containing Data statements. You can link up to 255 modules into one program and Blinker doesn't need to be present when the program is run. Available on disk only, it costs £29.90 and you can get more details from Indev on 07372 22755.

**Cyrus II:** Claimed to be suitable for both the beginner and a Karpov-Kasparov challenge, *Cyrus II* is Alligata's latest chess game for the 64. It costs £11.95 on both tape and disk and offers problem-solving scenarios and 1900 standard book opening set pieces. Bet it hasn't got the one where I move my queen out second go and get mated straightaway . . . .

**Reference Book:** You poor old C16 and Plus/4 owners. Life must be getting difficult for you with no technical or reference manuals to browse through. So it's Anco to the rescue with the *C16 and Plus/4 Reference Book* (£7.95). It dispenses with the info that's already in your manual and goes straight into graphics, sound, and machine-code. Finally, there's a memory map and a comparison chart between the 16 and 64. Good bed-time reading, eh?

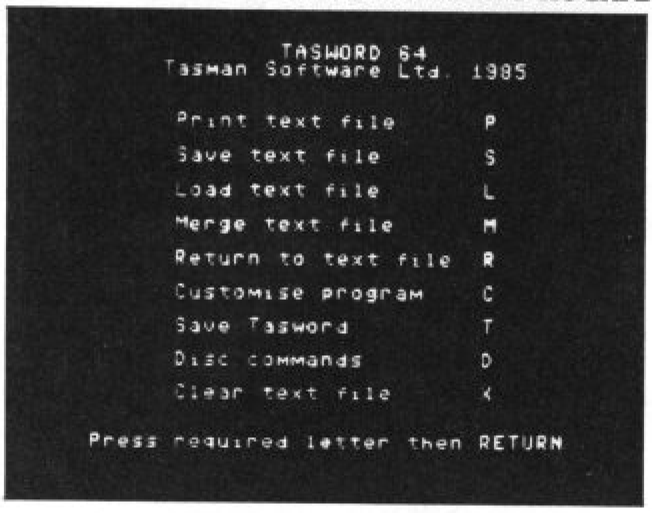
**Grovel Spot:** Put your pens downs, don't write in telling us we didn't review *Paper Boy* this month — we know. What's the excuse? Well, due to some unforseen complications involving Elite . . . But the good news is we'll be reviewing it definitely, absolutely, hundred per cent next month *(you'd better, Ed.)*.

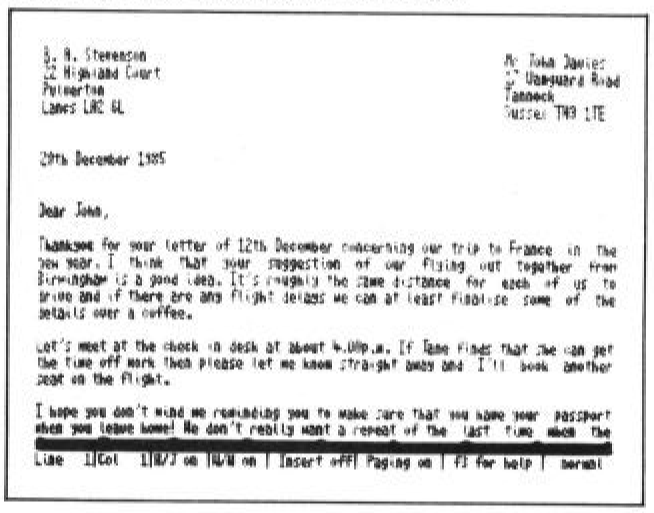


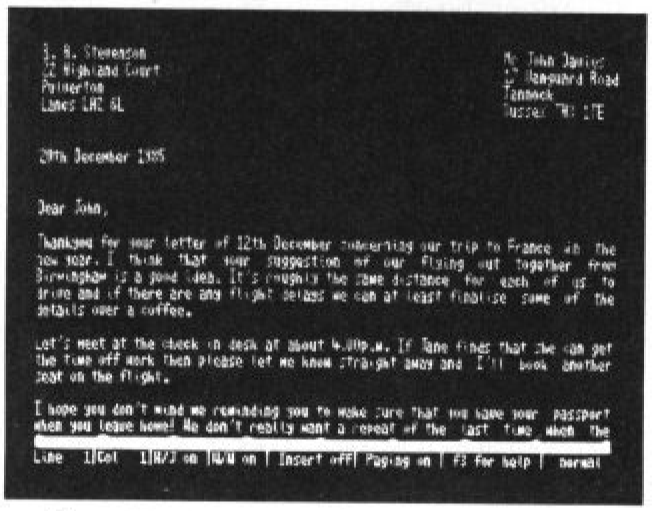

# TASWORD 64

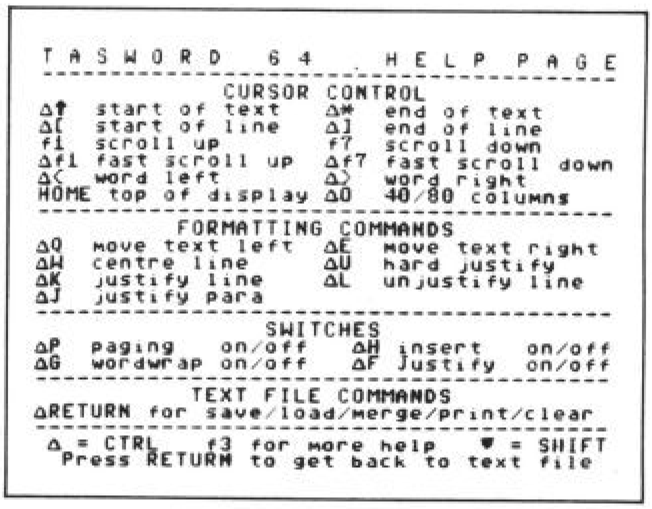
## THE WORD PROCESSOR. 80 CHARACTERS PER LINE ON THE SCREEN!

### A WORDPROCESSOR PROGRAM THAT'S AS GOOD AS YOUR 64.




*"Tasword is pretty unique product. It's 80-column display is well readable and backed up by a well thought out program that really can hold its own in professional use."* **Commodore User November 1985**

*TASWORD 64 is a new member of the highly acclaimed TASWORD family of word processing programs. Eighty characters per line on the screen is just one of the features of this versatile program. With the eighty character display you know that WHAT YOU SEE IS WHAT YOU WILL GET when you print your text. No need for text reformatting before printing and no need for horizontal scrolling.*

*Your text is printed just as you set it out on the screen. TASWORD 64 comes complete with a quality manual and TASWORD 64 TUTOR. This teaches you word processing using TASWORD 64. Whether you have serious applications or simply want to learn about word processing TASWORD 64 and TASWORD 64 TUTOR make it easy and enjoyable.*

*Available from good software stockists and direct from:*

**Another remarkable feature of TASWORD 64 is the price!**

| | |
|---|---|
| CASSETTE | £17.95 |
| DISC | £19.95 |




Tasman
SOFTWARE

**Springfield House, Hyde Terrace, Leeds LS2 9LN. Tel: (0532) 438301**

*One of a famous family:*

- TASWORD TWO (ZX Spectrum)
- TASWORD MSX (MSX Computers)
- TASWORD 464 (Amstrad)
- TASWORD 464-D (Amstrad)
- TASWORD 6128 (Amstrad)
- TASWORD EINSTEIN (Tatung Einstein)

*If you do not want to cut this magazine simply write out your order and post to: TASMAN SOFTWARE, DEPT CU, SPRINGFIELD HOUSE, HYDE TERRACE, LEEDS LS2 9LN*

*I enclose a cheque/PO made payable to TASMAN SOFTWARE Ltd OR charge my ACCESS/VISA number* ..........

NAME ______

ADDRESS ______

ITEM ______ PRICE £ ______

£ ______

£ ______

*Outside Europe add £1.50 airmail per item:* £ ______

TOTAL £ ______

Telephone ACCESS/VISA orders: Leeds (0532) 438301

Please send me your FREE brochure describing TASWORD 64 ☐ *Tick here*

*All prices include VAT, postage and packaging*

VISA

CU

# COMMODORE 64 CHART

| | | |
|---|---|---|
| NEW | Super Cycle | Epyx/US Gold |
| NEW | Go for Gold | Americana |
| 3 | Dragon's Lair | Software Projects |
| 4 | Hole In One | Mastertronic |
| 5 | Speed King | Mastertronic |
| 6 | Parallax | Ocean |
| NEW | Warhawk | Firebird |
| NEW | Ninja | Mastertronic |
| 9 | Ghosts 'n' Goblins | Elite |
| NEW | Dan Dare | Virgin |
| 11 | Leaderboard | Access/US Gold |
| NEW | Knight Rider | Ocean |
| 13 | Green Beret | Imagine |
| 14 | Miami Vice | Ocean |
| NEW | Hollywood or Bust | Mastertronic |
| NEW | Iridis Alpha | Hewson Consultants |
| 17 | Ninja Master | Firebird |
| 18 | ACE | Cascade |
| 19 | Knight Games | English |
| 20 | Thrust | Mastertronic |

## CHART CHAT

It seems that motorcycle games are back in vogue for a short while with Epyx' *Hang On* clone at number one and Mastertronic's Digital Integration cheapie *Speed King* chasing it hell for leather into the top five chicane.

Over on the C16 it's business as usual for Mastertronic although it's nice to see *Winter Events* making a well deserved appearance.

***We're in for an almighty fight when the games we've reviewed this month hit the shelves. Who's going to take on a Tri cast? You don't need to go to the bookies for this one. Just tell us which games will take up the top three slots in the Gallup chart this Christmas.***

***Answers on a postcard by November 15 to Chart Compo, Commodore User etc. The prize is the three games predicted.***

# GENERAL

| | | |
|---|---|---|
| 1 | Speed King | Mastertronic |
| 2 | Thurst | Mastertronic |
| 3 | Dragon's Lair | Software Projects |
| NEW | Super Cycle | Epyx/US Gold |
| NEW | Dan Dare | Virgin |
| NEW | Ninja | Mastertronic |
| NEW | Go For Gold | Americana |
| 8 | Ghosts 'n' Goblins | Elite |
| NEW | Paperboy | Elite |
| NEW | Kane | Mastertronic |

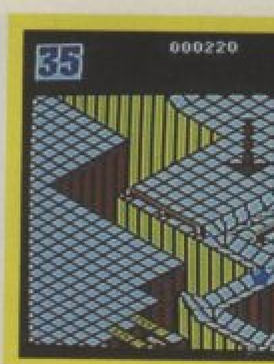
# C16

GALLUP

| | | |
|---|---|---|
| 1 | Speed King | Mastertronic |
| 2 | Kik Start | Mastertronic |
| 3 | Street Olympics | Mastertonic |
| NEW | Winter Events | Anco |
| 5 | Fingers Malone | Mastertronic |
| 6 | Yie Ar Kung Fu | Imagine |
| 7 | One Man and His Droid | Mastertronic |
| NEW | Robo Knight | Americana |
| 9 | Booty | Firebird |
| 10 | Formula One Simulator | Mastertronic |




First Level — nice little arrows to help you along.

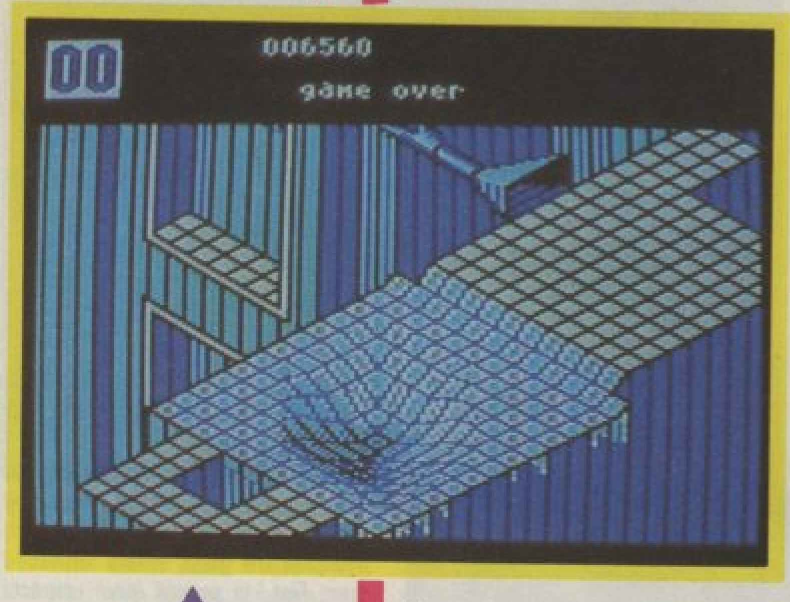



If you've still got lives you'll lose them in the magnetic creator.

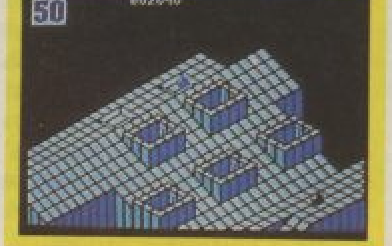
# MARBLE MADNESS



**64/128**
**ARIOLASOFT**
**Price: £9.95/cass**
**£14.95/disk**




Screen Star




About a year ago I walked into my local arcade and found a crowd of people literally dribbling over a new machine. Little did I know that it would change my life for the next few weeks. It made me go without food, without water. It made me beg — and I was even contemplating pawning my mum's wedding ring.

No need to do that any more, now I can play *Marble Madness* in the comfort of my own home.

The trouble is, the Real Thing has arrived when the marble craze is fizzling out, thanks to numerous clones like *Spindizzy, Revolution, Gyroscope* and *Quazatron.* Fortunately Electronic Arts has gone one better than all these, producing a game that's got spectacular graphics, excellent scrolling and bundles of detailed sprites.

The object of the game (as if you didn't know) is to guide a marble through a 3-D maze full of nasty things that are trying to stop you. Reach the end before the seconds run out and you move on to the next and inevitably trickier level. Levels load separately so there's a little waiting to do.

There are two types of problems you must face. There's the landscape with its steep ramps, dips, bridges etc. And there are a wide range of nasties to contend with. Here's the lowdown on what you can expect to find in the first three levels:

**Level One:** Nice 'n' easy, this one. No nasties to avoid, just a few downhill ramps. There are direction arrows and railings to help you.
**Level Two:** The usual steep ramps but now there's a moving bridge (brilliantly animated) and metal tubes to go through to take a shortcut. No direction indicators this time so going the right way is crucial. At the end, there's a magnetic crater that's just — impossible. Nasties include a hostile marble that tries to push you over the edge and Springers which stun you and then swallow you up.
**Level Three:** Nothing but steep slopes and narrow paths here. Then there's a mini-maze (takes up precious time) and a wave machine that will either help or hinder your progress. Those nice little Springers appear again. Also watch out for the acid pools which will dissolve you, given half a chance.

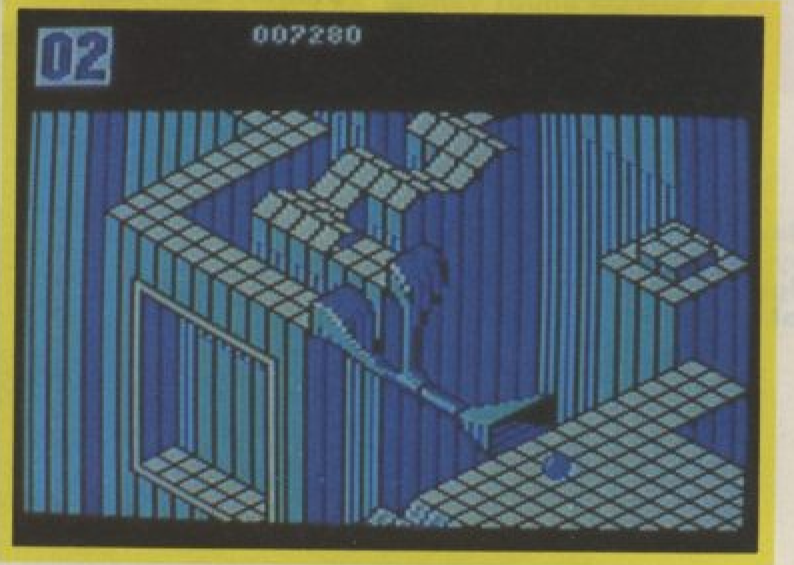
Marble Madness also has a two-player game in which both you and your opponent have a marble on the maze. Do you bash each other or team up? *(I'd probably bash you, Ed).* One nasty little trick is that if you leave your opponent behind on the last screen, he immediately reappears but with a five second time penalty.

As I've already said, graphics are as good as I've seen on the 64 and the scrolling is up to Uridium standards.

*Marble Madness* is frustrating, compelling, gripping and most of all, addictive. There's no excuse, you simply must buy it.

**Ferdy Hamilton**

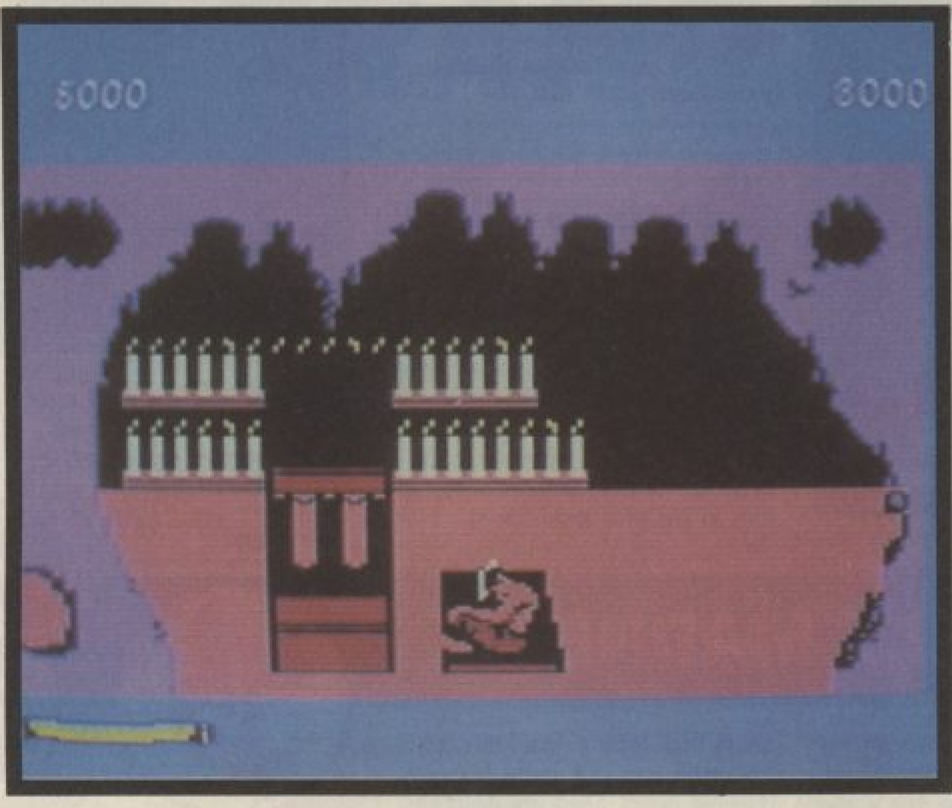
Take a short-cut through the metal tubes.




**Graphics**
**Sound**
**Toughness**
**Endurance**
**Value**

(scale 1 2 3 4 5 6 7 8 9 10)

**9 Overall**




**Meditation break replenishes energy. Why not eat a Mars bar?**

that existed of those times has been swept away and the only evidence of its existence are the scrolls which contain the accumulated fighting knowledge of the ancient masters.

Meanwhile, a terrible curse has been placed upon the land by a wicked type with a long moustache. This guy is not nice. He made the crops wither and die, enslaved the people and infested the rivers and forests with 'creatures of the night'.

This wicked warlord lives in a volcano fortress protected by natural barriers and guarded by warriors and mercenaries skilled in just about every kind of oriental combat you can imagine. This state of affairs can hardly be allowed to continue.

What is required to stop it is a young novice warrior inexperienced in combat and lacking in strength. Hardly the kind of material to take on an evil warlord and his army you might think, but what's so special about this chap is that his great, great, great grandfather was one of

# FIST II — The Legend Continues

**64/128**
**MELBOURNE HOUSE**
**Price: £9.95/cass**

**Screen Star**

**Commodore User are first again. You read the first preview of Fist II in our September issue and now we are proud to present the first full review of this much awaited beat 'em up. The CU team worked around the clock to bring you this review. So read it.**

As surely as *Way Of The Exploding Fist* was The martial arts game of 1985, Fist II is set to take its place as the definitive Kung Fu classic for this year.

A whole heap of clones followed the release of the Melbourne House original last year. If they bother trying, it will take the copycat software houses a while to produce anything like this and even then, I doubt they'll come close.

*Fist II — The Legend Continues* is set centuries on from the tournaments of The Masters which set the scene for its predecessor. All



the Old Masters. So you see, despite being a bit wet behind the ears he's got what it takes.

It will come as no surprise to learn that you play the part of the young disciple. As well as there being a storyline the game differs radically from *Fist I* in several other respects. Instead of the action taking place on individual screens which are replaced when a fight is won, Fist II has a scrolling screen.

From the start position you can go left or right and explore — it's up to you. The game is set in mountainous, volcanic territory, so caves are in abundance and you will also discover a pagoda with several floors, early in the game. These locations give you the opportunity to go up and down via ladders.

From an early stage in the game you will be confronted by adversaries in various guises. There are peasant soldiers — recognisable by their



**Get your pyjamas wet fighting in the lake.**

peaked caps, warrior guards bedecked in war paint, Ninjas which look like, well, Ninjas, Shoguns, assassins and mud warriors to name but a few.

Your 'Chi' or energy is represented by a scroll which gets shorter as you become weaker. When you encounter a bad guy his Chi scroll appears opposite yours, so you get a good idea of what you're up against. The instructions give a few guidelines as to the relative strengths of the different warriors, but my advice is to ignore it as it's completely misleading. The peasant soldier, an 'able, but not exceptional fighter', proved too good a match for me most of the time, whereas the 'bestial, ferocious' warrior guard was a pushover.

Which brings us to fighting talk. You are going to find combat tough going (I know I said the warrior was a pushover, but you have to remember I'm a total genius). First, every situation is different. The blurb gives the usual map of which joystick motion results in a particular move, but that is only vaguely helpful. The reason is that up against certain opponents your repertoire is severely curtailed.

You will find yourself unable to somersault, or do high kicks. It also seems that the same action in different circumstances gives different results. My advice to novices is to learn a few moves and stick with them in the early stages. Also, try a few practice moves before opponents get in close.

The second thing to consider is that different opponents have different strengths and weaknesses. The soldier was virtually impervious to my favourite move, the jump kick, but susceptible to below the belt attacks. Play dirty if you have to.

You will eventually defeat an opponent when his Chi dries up and his scroll disappears off the screen. A more likely outcome is that it will happen to you, in which case you are returned to the beginning. If you see your Chi disappearing fast and there's no hope of victory, the best bet is to run away and wait for it to replenish. Watch out, though, as your opponent will be back to full power when you return.

With each opponent defeated, your strength and experience increases, but there is more to the game than simply wandering around knocking off opponents.

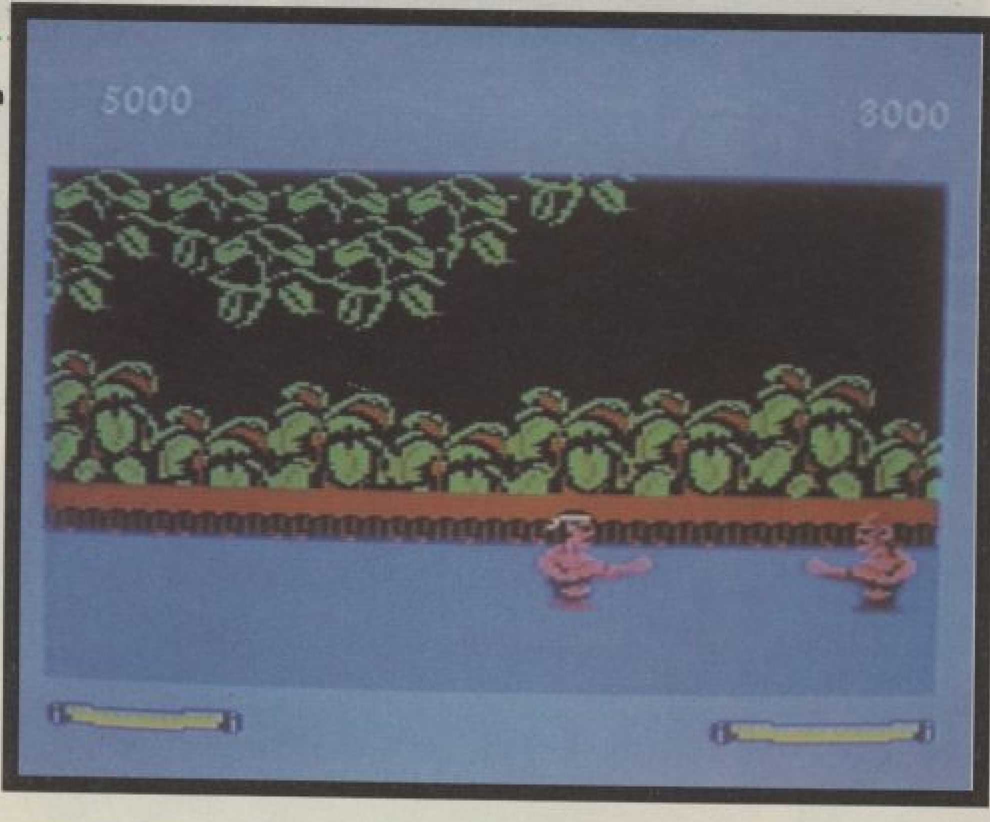
Remember the scrolls? Well, if you managed to find one and take it to a temple (not just any old temple, it has to be the right one) you will assimilate all the knowledge contained therein. What you do with this knowledge is anybody's guess. I don't know because I haven't found one yet (it takes time, even for a genius).

**Screen Star**

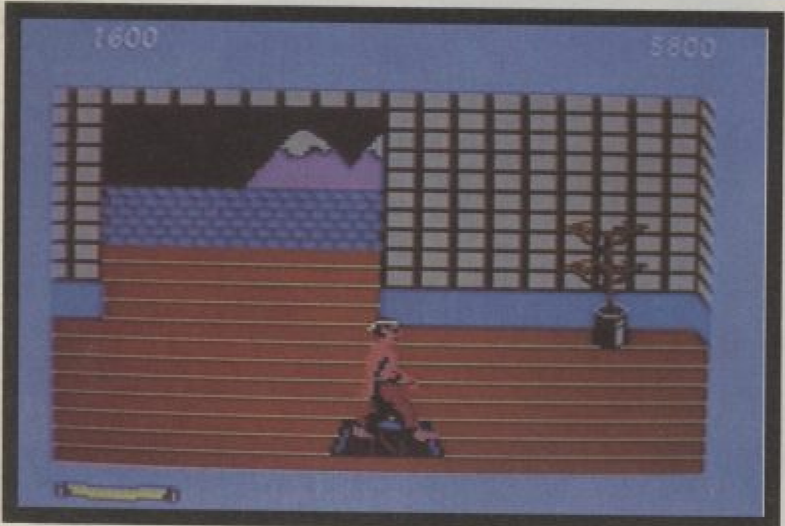
For the record, after about four hours continuous play I've managed to kill a fair few bad guys, get in some meditation, have a good look around and score nearly 10,000 points.

I don't intend stopping until I've found at least one scroll (you get an extra life!) and even then I doubt that I'll give up.

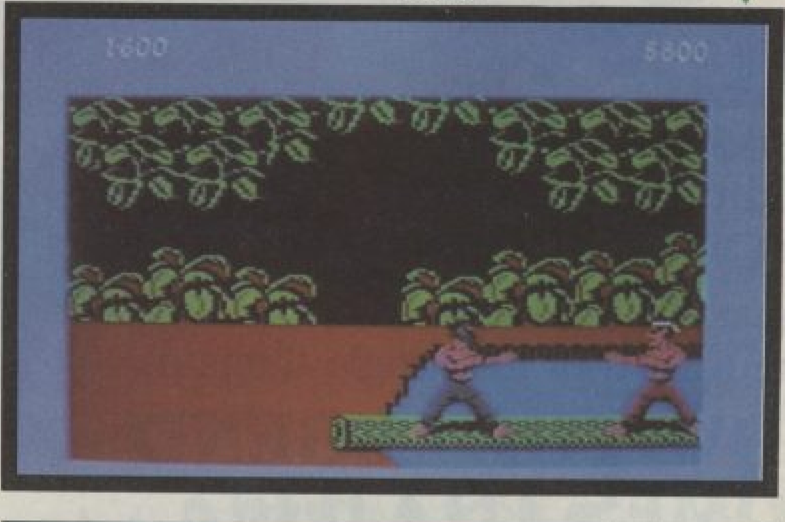
**Ken McMahon**




**Our hero can jump and climb up ladders.**



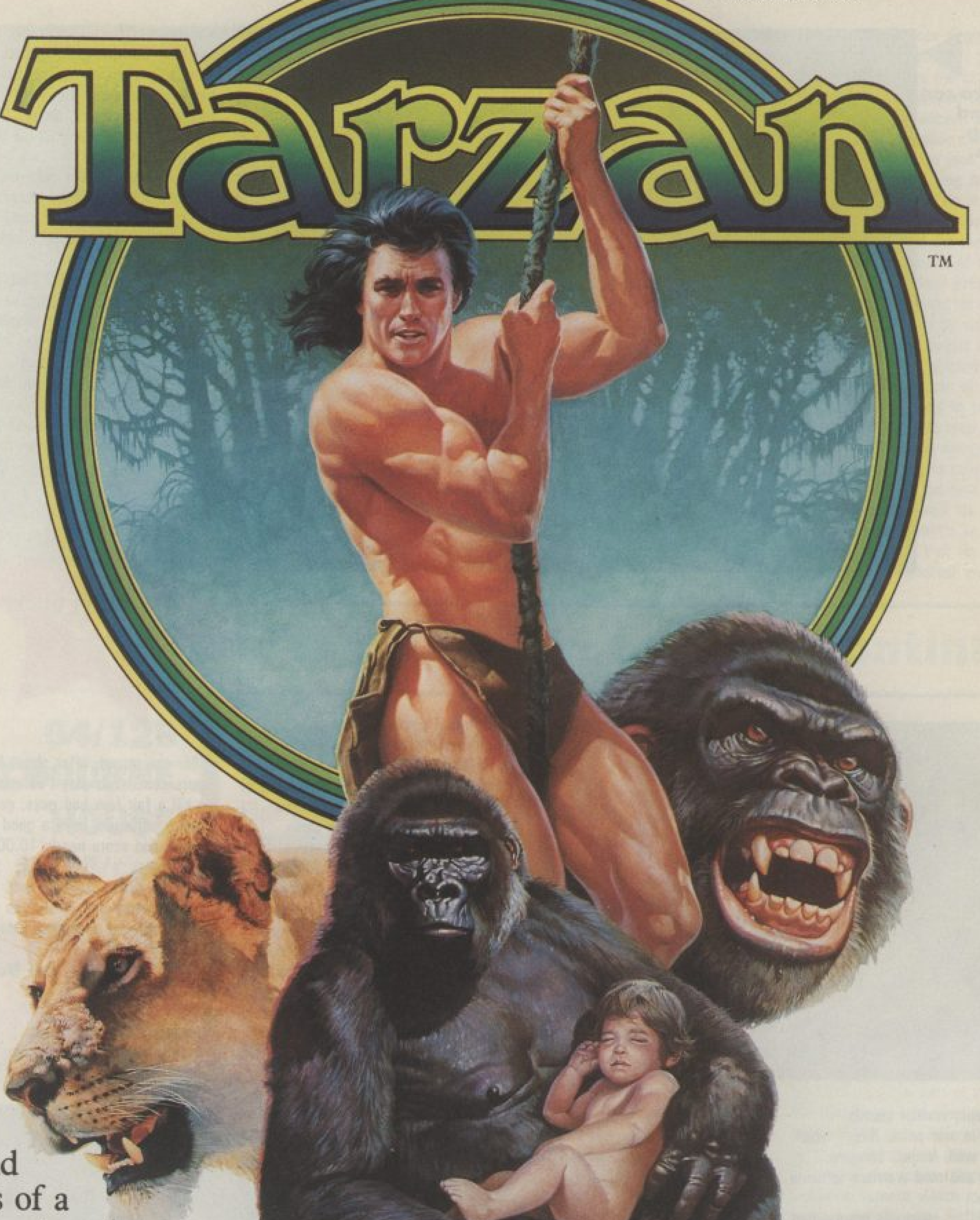

**There's a door on the right which you can kick down.**




**The bloke with the hanky round his face is pretty easy to beat.**

| | Rating (1–10) |
|---|---|
| Graphics | 8 |
| Sound | 7 |
| Toughness | 9 |
| Endurance | 10 |
| Value | 8 |

**8 Overall**




Legend speaks of a child captured, then raised by the Apes.

The child became a man – and Lord of his jungle domain.

## NOW THE LEGEND COMES TO LIFE!

Available from all leading software retailers or order today by mail. Prices include postage and packing plus VAT.

| | | |
|---|---|---|
| SPECTRUM | | £8.95 |
| COMMODORE 64/128 | Cassette | £9.95 |
| | Disc | £12.95 |
| AMSTRAD 464/664/6128 | Cassette | £9.95 |
| | Disc | £14.95 |
| MSX | | £9.95 |
| BBC 'B'/ELECTRON | Cassette | £9.95 |
| BBC 'B' | Disc | £12.95 |

**martech** Martech is the registered trade mark of Software Communications Limited, Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE

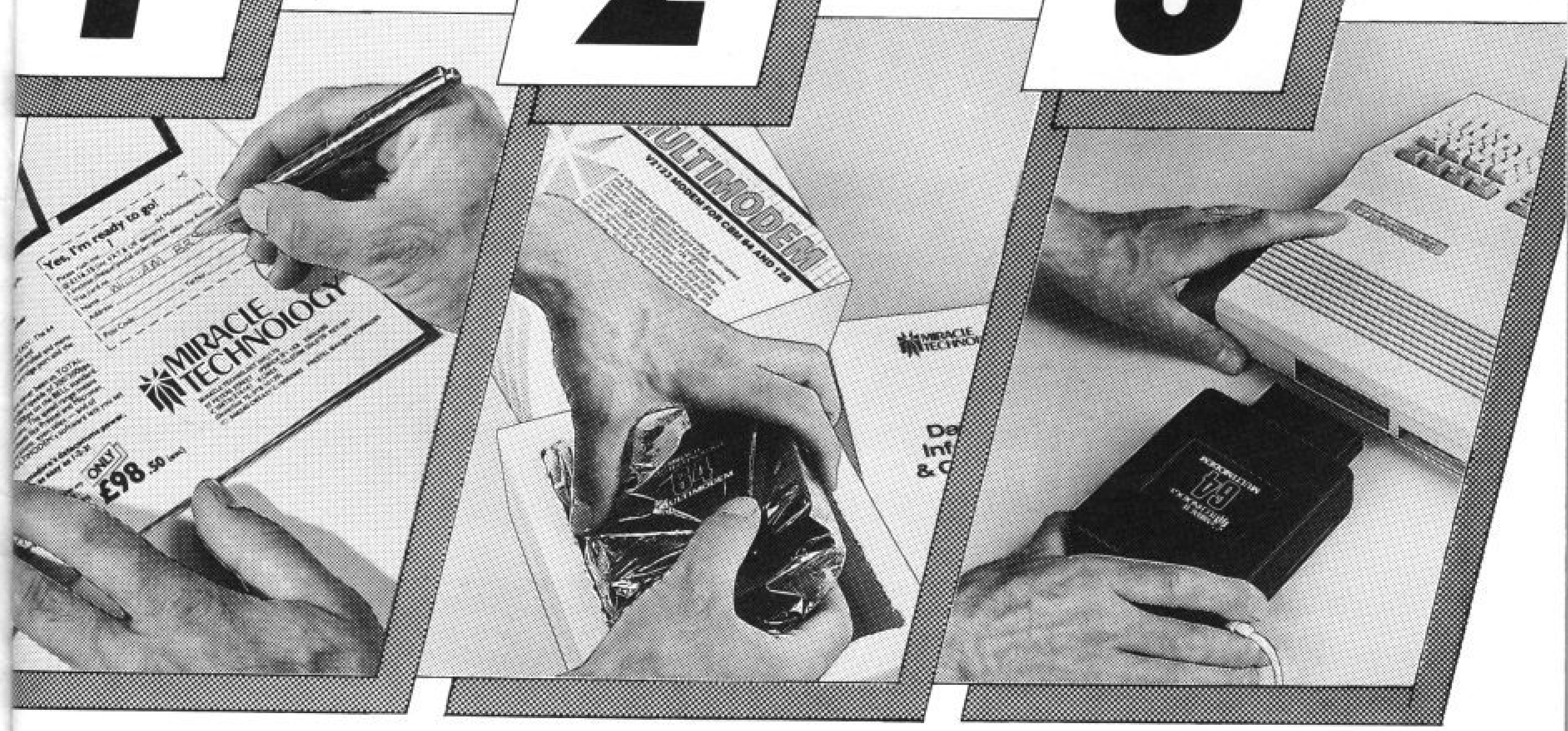
TRADE ENQUIRIES WELCOME. PHONE: (0323) 768456 TELEX: 878373 Martec G

# HOW TO IMPROVE YOUR COMMODORE IN 3 STAGES

**1** Get READY — fill in the coupon...

**2** Get STEADY — open the box...

**3** Plug in and GO!... GO!...




**GO! with the 64 MULTIMODEM — the only plug-in, multi-standard modem in Britain for your Commodore 64 or 128.**

**The amazing 64 MULTIMODEM gives your Commodore much much more than any other modem, and at an incredibly low price.**

Datacomms for your Commodore have never been so EASY. The 64 MULTIMODEM does it all for you. With autodial and autoanswer, 64 MULTIMODEM is software controlled and menu driven. Just plug in to your Commodore's cartridge port and the phone line, and switch on!

Datacomms for your Commodore have never been so TOTAL. 64 MULTIMODEM gives CCITT standard speeds of 300/300bps, 1200/75bps and 75/1200bps PLUS 300bps on the BELL standard, for really world-wide communications. This speed range means access to a huge number of databases like Prestel and Micronet, and e-mail, user-user communications, even telex — and of course bulletin boards (64 MULTIMODEM's software lets you set up your OWN, too!).

**So, to improve your Commodore's datacomms power, fill in the coupon today. It's as easy as 1-2-3!**

*"At the price, the 64 Multimodem offers more than any previously available Commodore Modem . . . it will undoubtedly rank high, if not top of any self respecting Commodore user's shopping list."*

Ken McMahon, Commodore User.

ONLY **£98.50** (exc)

## Yes, I'm ready to go!

Please rush me............................64 Multimodem(s) @ **£116.15** (inc VAT & UK delivery)

I enclose cheque/postal order/please debit my Access/ Visa card no. __________

Name __________

Address __________

Post Code ________ Tel No. ________

*APPROVED for use with telecommunications systems run by British Telecommunications in accordance with the conditions in the instructions for use

MIRACLE TECHNOLOGY

MIRACLE TECHNOLOGY (UK) LTD
ST PETERS STREET IPSWICH IP1 1XB ENGLAND
(0473) 216141 6 LINES TELECOM GOLD 79: KEY 001
(Dealerlink 72: DTB 10135)
946240 CWEASY G 19002985 PRESTEL MAILBOX 919992265

# MIAMI DICE

**64/128**
**BUG-BYTE**
**Price: £1.99/cass**

A game with a name like *Miami Dice* has to be either brilliant, or the most appalling piece of software since Ninja Master. Miami Dice is, in fact, craps. Craps is a dice game played in American casinos, they couldn't get the hang of roulette so they invented something simpler. People like Tony Curtis and Robert Wagner used to play it in their films.

*Miami Dice* is more than just a computer version of the board game like chess, or backgammon, there's a bit of fun thrown in. It helps if you know the rules, so here's a brief run down.

Craps is played with two dice and bets are placed as to the outcome of a roll. The player currently holding the dice is called the shooter and the first roll of the dice the 'come out' roll.

If the shooter rolls seven or eleven on the come out roll the bet is immediately won. If, on the other hand two, three or twelve (craps) is rolled the player loses. Now, here's the tricky bit. If any other combination is rolled (4, 5, 6, 8, 9, 10) this is known as a point number and the player must try and repeat the score before throwing a 7. So, 7 is a winning number on the come out throw and a loser on all others.

How you lose your money is another thing altogether. A winning shooter is said to 'pass' a loser to 'miss'. The table has a pass line where you can bet on the shooter winning and a 'don't pass' line where you can bet on a loser. Now you know why Robert Wagner was always giving his gambling companions dirty looks.

The odds on a pass and don't pass bet are obviously evens. There are other bets you can make, with associated odds, but if I explained them all you wouldn't get to find out about the game. So take it from me there's a fair amount to this lark.

Up to four people can play, the computer handles the others if you're short on company. You can choose which cartoon-type character you want to be. There is the rich Arab Sheik Your Handy, Harry Lagman, No Messin Stan, Shapely Suzie and a few others. Alternatively you can just be yourself.

The computer announces 'they're comin' out' in pretty good American speech and the four players make themselves comfortable round the table. When it comes to your turn to




***Five ugly characters. (They look a bit like the CU reviewers to me. — Ed).***

# FUNGUS

**64/128**
**PLAYERS**
**Price: £1.99/cass**

This is just the sort of game you need to show up friends who reckon they're ace at just about everything around. You will, of course, have put in plenty of practice before throwing down the gauntlet because, believe me, the key to success is familiarity with the fiendish layouts.

The competent *Fungus* player has to know just when to jump, where to dodge and still be alert to randomised attack waves. It's not frustrating building up your skill factor either, as there's plenty to see along the way; curiosity keeps driving you ever onwards through surreal worlds.

So in my opinion the program would pay back its asking price long before you've got the cheek to enter your name on the high-score table. By the way there's a nifty routine for the Hall of Fame.

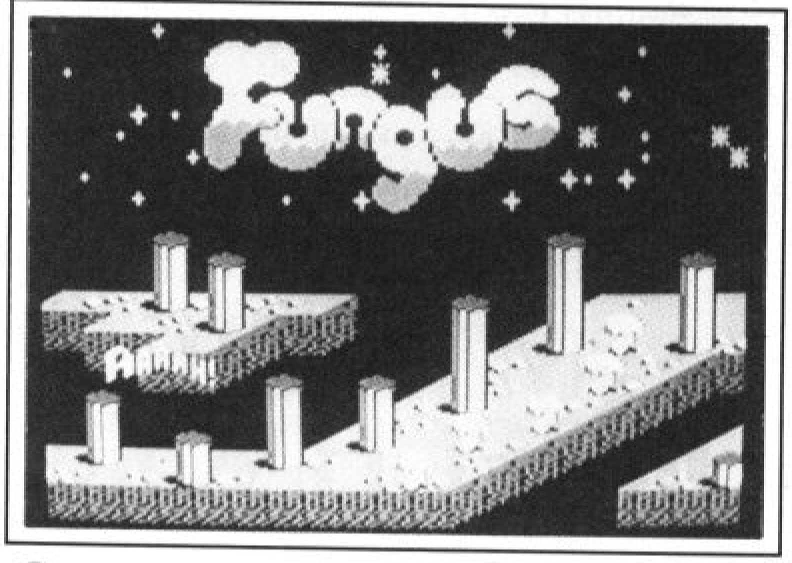
Before I forget let me point out that there is definitely no zapping in this scenario, which will be a great disappointment to shoot 'em up artists. And if you still think that budget software is trash — you're wrong! This one would probably sell at £8 if Mastertronic hadn't started the ball rolling.

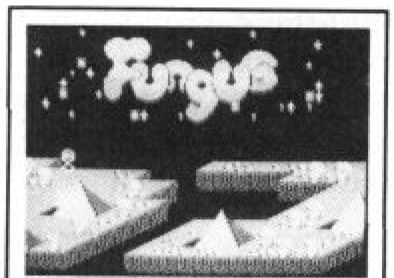
The title screen and even the insert illustration are a pretty good taster for what's to come. You're a bouncy little interstellar chappie with a craving passion for toadstools which seem to grow in the most awkward places *(Charles Goodwin work on this game? — Ed)*. You may choose from seven foraging areas and ring the changes with the colour schemes. Select from birds, bees, gun turrets and bombs for the attack waves and determine just how many you have to face. The actual playing ground is a series of platforms (no, no, no . . . this isn't a platform game) or islands, all shown in perspective so that you ramble around in three dimensional surroundings. Some of the islands are largish while others are teeny weeny . . . no more than stepping stones, or rather running jump stones, as you need a fair head of steam to leap over some of the gaps.

I'm not sure that every void is jumpable, that's something that only time will show. Tucked in between poisonous trees, narcotic flowers, lethal pyramids and septic pylons are the coveted mushrooms. You have to pluck these while the scenery races along bringing the abyss ever nearer. There are promontories of land you can zip along . . . like I said there's plenty to explore if you can avoid the tormenting bombs etc.

While it's all happening on-screen you get to listen to a chirpy little tune which seems just about right

**Nice title screen. Good things are happening in the Cheapo market thanks to Players.**

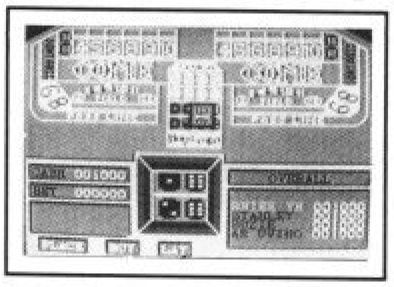


**It would be easy to die if you were to fall down one of these holes.**

waggle the joystick to make your cartoon counterpart shake the dice and fire to release them. The dice go flying across the table in 3D perspective and come to rest.

The game continues like this, each



▲ I've won, I'm rich, no more sarcasm from the Ed. Hurray.

player taking turns as shooter until their go ends. You can bet on your own go, or anyone else's by pressing your number (i.e. 1 if you went first). This brings up the plan view of the table, which looks similar to a roulette table without the wheel.

You place your bets using a joystick controlled cursor and similarly transfer money from your pot. Once your bet has been placed it's back to the perspective view of the table and the game continues.

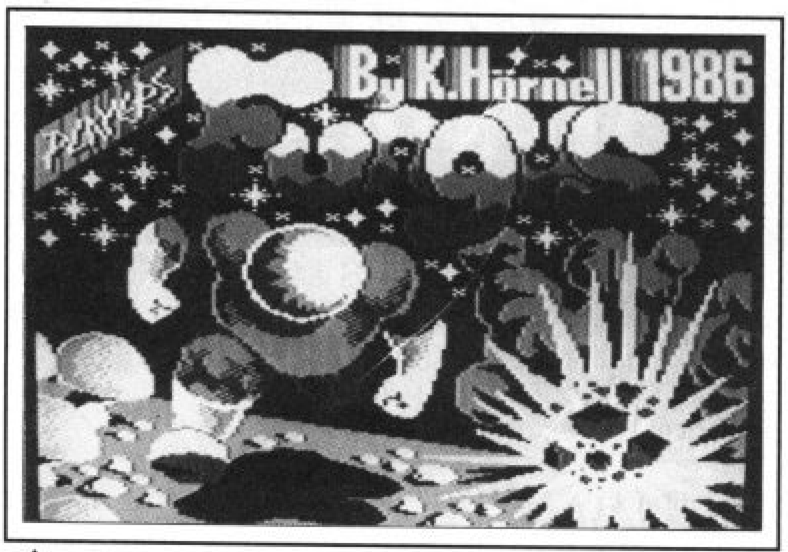
Only one thing bothered me. I'm sure on one occasion I wasn't paid out, but it could easily have been one bourbon too many and I didn't wanna screw up in such a classy joint so I kept my mouth shut.

I think *Miami Vice* is great (which is a sure fire indication it won't make the Charts). The graphics are good — ver reminiscent of US Gold's Tapper, and you could play for hours without tiring of it. Probably more fun than the real thing — and cheaper.

**Ken McMahon**

| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |

**7 Overall**




▲ Players games come with a free loading game. One day all games will be like this and not just Cheapos.

for this bouncy little game.

Right then, what we've got here is a light-hearted game with plenty of pace, neat graphics and smooth scrolling, enough of a challenge to sustain interest and a professional polish to tie things up nicely.

**Laurie Simpson**

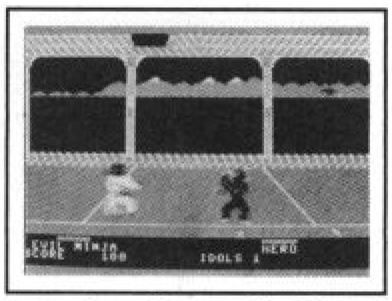
| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |

**8 Overall**

# NINJA

## 64/128 MASTER-TRONIC

## Price: £2.99/cass



▲ Anything with Ninja in the title sells these days apparently — even if its as naff as this.

With a title like this I wonder if it's worth the bother of telling you what this game is about *(It is — Ed).*

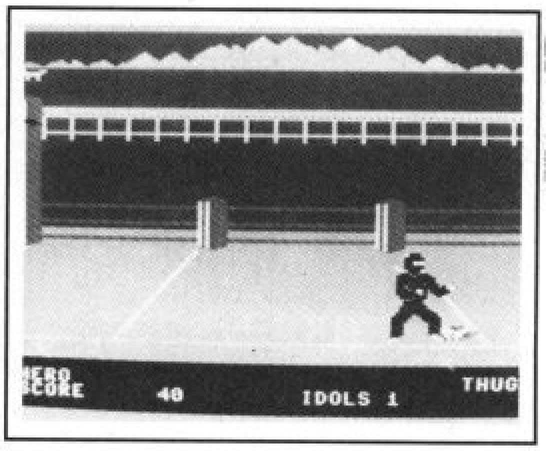
Well, let me surprise you by telling you that it's a martial arts game. But not just any martial arts game. No those software house marketing brains have come up with a great new formula. We all love cheap games, right? Good. We all love karate games? Of course we do and now we're going to be buried under cheap karate games. Brilliant! Or maybe not. After seeing Ninja "Ken luvs it" Master, one wonders whether this formula will work.

The highly original plot goes something like this. Ninja must go around the land of death collecting idols dropped by imprisoned lovely Princess Di-Di (hee-hee, infantile sense of humour) to prove his worth. Who and why they imprisoned her is not made clear — no-one cares anyway.

Naturally there are opponents to fight, a considerable number. too. Most of these are easily disposed of using the standard karate like the moves low and flying kicks.

To add some variation you can also pick up objects to throw at your enemies such as ninja stars and knives. If you miss, your opponent may decide to take a leaf out of your book and chuck it back resulting in a 50% loss of your energy.

When all else fails you can always let the enemy have it with a quick flash of your lethal samurai sword.




◀ Naff as it is — it's still mapped in Play to Win. If you're stuck, check it out.

An effective move since it deals with any thug in one blow.

Also when your energy is low you can avoid trouble and wait for it to build up before going up to the higher levels.

Graphically Ninja is nothing special and the sound is reasonably good, but the game lacks variety. It is neither a really substantial beat 'em up nor is it much of an arcade adventure. Still I suppose many people won't listen and buy it anyway since the awful *Ninja Master* went top ten after we told you how bad it was. The same goes for *Hole in One*. I don't know about you but I'm getting decidedly bored of martial arts games.

**Ferdy Hamilton**

| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |

**4 Overall**

EPYX COMPUTER SOFTWARE

EPYX COMPUTER SOFTWARE

# CHAMPIONSHIP WRESTLING™

And now we proudly present the Sultans of Slam. The Champs of Chokes. The meanest, nastiest, foulest fighters the canvas has ever seen. We bring you the guys who use every dirty trick known to man. And a few that aren't.

Take on any eight rowdy wrestlers, each with his own individual style when it comes to busting heads. From K.C. Clolssus, whose "trash computer" turns victims into waste matter, to Prince Vicious, who gets a crush on every opponent.

Use leg drops, spin kicks, body slams, rope bouncing, a flying drop kick, a suplex, an airspin, even the famous atomic drop to mangle those dudes. You'll need over 200 stitches if you don't.

The crowd will cheer. They'll boo. They'll egg you on, or simply throw eggs instead. The scoring is based on the complexity of your moves and, of course, your strength.

And one day, probably long after your poor battered head resembles an overcooked cabbage, you'll be good enough to win the title. And the coveted 'Championship Wrestling Belt' will be yours.




U.S. Gold, Units 2/3, Holford Way, Holford, EPYX Birmingham B6 7AX. Tel: 021 356 3388




Pilot level. Even us Concorde pilots have to be cautious with a new simulation.

The first thing I noticed was the Head Up Display (HUD) directly in front of me in the cockpit wind shield. It includes an array of vital flight information including a

**A ground tank is about to get one of Captain John's missiles right up its rear end.**

compass and air and vertical speed indicators on the left side. There's an altimeter and pitch indication on the right side, and in the centre of the screen there's a combined gunsight and roll indicator.

Underneath the very realistic HUD is another display panel. This has a Vector thrust indicator, Air Attack Radar, thrust and fuel gauges and a little message screen which comes up with helpful hints from time to time.

# STRIKE FORCE HARRIER

**MIRRORSOFT**
**Price: £9.95/cass £14.95/disk**

**Concorde Pilot, Captain John Hutchinson, is a man who takes his flight simulations very seriously indeed. When we asked him to put *Strike Force Harrier* through its paces, little did we expect that he would go out and actually fly one.**

**"I was taken up by Flight Lieutenant Ray Coates, who is the RAF's Harrier display pilot . . . it was a mind boggling experience. The Harrier is a wonderful, versatile aeroplane and Ray certainly showed it off to the full. All the time I was thinking what marvellous training and flying opportunities there are in the RAF today."**

**Fortunately for CU the review copy of *Strike Force Harrier* arrived two days after Captain John's ride in the Jump Jet. Here is his report.**

For those of you not lucky enough to fly the real thing, you'll be pleased to learn that Mirrorsoft's simulation does a pretty good job of bringing this sort of flying into your living room.

The simulated handling characteristics are certainly representative of the famous Harrier Jump Jet. For the uninitiated, the pilot can change the angle of the engine nozzles from the conventional horizontal position right through to beyond 90 degrees. This gives the plane what is called 'vector thrust' and enables it to perform the remarkable vertical take-offs and landings. The best way I can describe these take-offs is that it's like being in a high-speed elevator with wings.

The game has four play modes: Demonstration, Practice, Combat Practice, and Combat itself. When you have selected your game you choose the pilot ability level — Pilot, Commander, or Ace.

I chose Practice Mode at the Basic



This panel also features a device called Foftrac (not an authentic Harrier instrument) which is a friend or foe indicator.

Real Harrier pilots would be delighted if this was for real — it illuminates your flight path, pin points mountains and enemy surface-to-air missile sites, and it tracks hostile aircraft and tank movements. One drawback with this is it is sometimes very difficult to understand what the thing is trying to tell you.

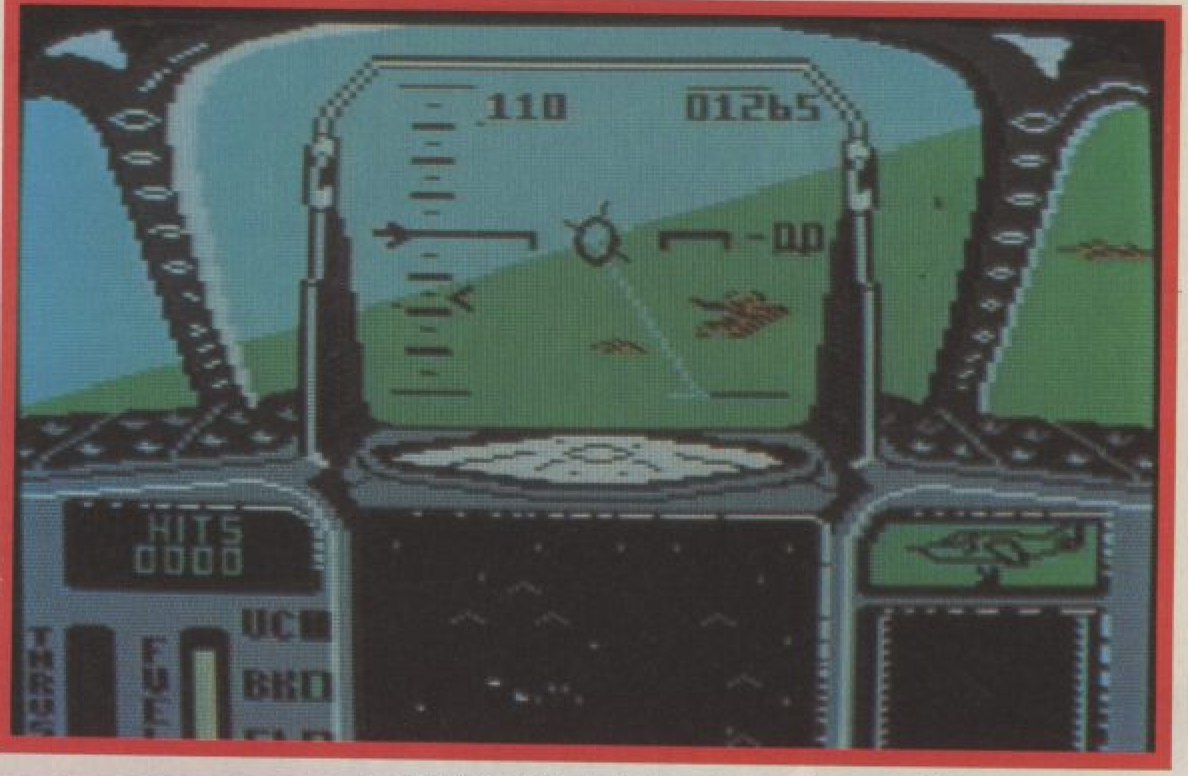
To get airborne you select an

**Captain John Hutchinson stands proudly beside his British Airways Concorde.**



appropriate Thrust Vector setting (there are only three of these: Horizontal, Vertical and 45 degrees), check brakes off, flaps down, and then slam on the power. The engine whine as you throttle up is very effective as are the sound effects throughout the game.

I soon mastered all take off and landings with the exception of conventional landing which I found impossible since the prepared ground sites in a combat zone are necessarily small. Aircraft response to joystick is both immediate and positive which I found most welcome.




**A Mig 23 buzzes our Harrier, dodging in and out of a sea of cloud. Watch out for its backward-fire missiles.**



Successful ground atttack is not at all easy. After several unsuccesful missions I found the best method was to roar in hard, low and fast with a slightly nose-down attitude. Most exhilerating.

The ground attack weapons are bombs (use the bomb site function on the keyboard to aim) or short bursts of cannon fire. You can't let rip with these weapons, though, as you only have a limited armoury and you have to be able to get back safely to a ground site to re-arm.

Another useful instrument that the RAF boys would like to get their hands on is the 'Homer'. Press this and a long line comes up on the HUD and guides you safely back to base.

To engage the enemy Mig 23's, climb through the cloud base at about 10,000 feet until you break through the blue skies. Now watch out for red dots on the Foftrac. Generally I found most Mig's lurking at about 16,000. They make formidable opponents as well with their supersonic capability, manoeuverability, cannon fire, and four deadly missiles — two infra red and two homing.

Luckily the Harrier is equally manoeuverable and is equipped with 'Chaff Pack' which you can use to outwit the enemy missiles.

Once you hear an enemy you have just seconds to respond. Utimately, survival depends on lightning reactions, good flying skill, and a fair dose of luck.

Having whetted my appetite on ground attack and air combat I was ready for a fully fledged Combat Mission.

My aim was to fly 250 miles North East of my original ground site and destroy the enemy headquarters. As you might have guessed this is nowhere as easy as it sounds. The entire operational area is divided into 512 sectors with a map and 'key card' to help you plot your route.

Each sector has tank SAM Missile sites to be destroyed in order to protect your own vital ground sites. If that wasn't difficult enough your Softrac will only function once you have flown a reconnaissance sortie at 16,000 feet over the centre of each new sector — which means that enemy Mig's are never far away. On top of this, each time you run low on fuel and weaponry you must land in hostile territory and air-lift one of your ground sites to your current position.

I'll have to be honest, I never quite made it to the enemy HQ and instead found myself mildly irritated by two apparent weaknesses in the package.

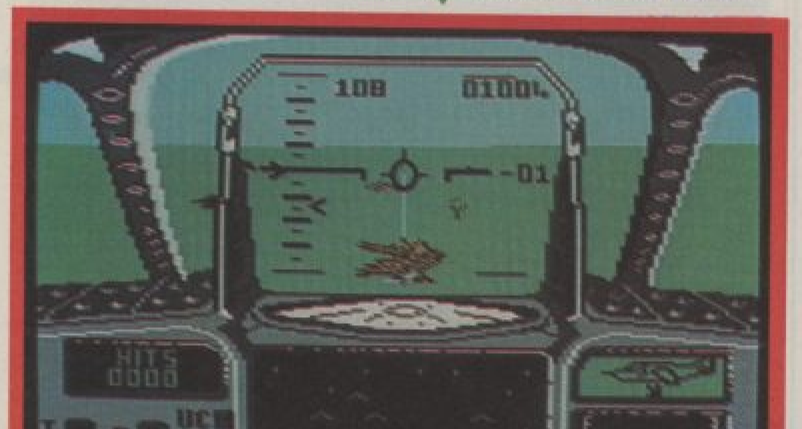
Firstly, you are given a grid reference on your message screen each time you enter a new sector. I found this so eratic as to be virtually useless. For example, it could readily jump from one sector to another without any logical sequence. As a result I was never entirely sure where I was in relation to the enemy HQ.

Secondly, the Foftrac was not precise enough for me and I found great difficulty in translating what I was being shown on screen into finding real targets either on the ground or the air.

That said, I don't want to leave you with the view that because of these two gripes I was unimpressed with *Strike Force Harrier*. Far from it. I had great fun reviewing it. The graphics are good, sound quality is excellent and I defy anyone to successfully destroy the enemy HQ before they've had hours of challenge and enjoyment from this exciting new simulation.

**Capt. John Hutchinson**

**Our ace flyer is getting dangerously near to that tank.**




| | |
|---|---|
| **Graphics** | 1 2 3 4 5 6 7 8 9 10 |
| **Sound** | 1 2 3 4 5 6 7 8 9 10 |
| **Toughness** | 1 2 3 4 5 6 7 8 9 10 |
| **Endurance** | 1 2 3 4 5 6 7 8 9 10 |
| **Value** | 1 2 3 4 5 6 7 8 9 10 |

**8 Overall**




Martech's judo game was produced with help from Brian Jacks.

# UCHI MATA

**64/128**
**MARTECH**
**Price: £9.95/cass**
**£12.95/disk**

You wouldn't think it were possible for anyone to come up with an original martial arts game but they have. It's one of the most obvious ones of all — Judo, from Martech.

Since the qualified failure of *Rock 'n' Wrestle* (it did reach No. 1 in the USA) the game makers have shied away from beat 'em ups with compicated moves.

This complexity of move-implementation meant that all but the staunchest of beat 'em up fans found *R&W* totally unplayable.

The result was a move away from the pure beat 'em up — introducing a sort of hybrid mix of arcade adventure and punch and kick in the shape of games like *Way of the Tiger, Ninja* and most recently *Fist II*.

Martech have gone back to basics with *Uchi Mata*. There's no Golden Talisman to be collected here in order to get inside the pyramid. The objective is simple — throw your opponent all over the shop.

To do this you have nine possible Judo moves — some more complicated than others, but all achievable.

The first move I mastered was the game's title — **Uchi Mata**. Programmer Andy Walker (ex Taskset) told me that the game was named after this move because Brian Jacks, chief adviser on the project, said it was the one move he really liked to "get over on someone". It's the judo equivalent of putting the ball through the goalie's legs after beating three defenders.



Judo is one of the oldest martial arts.

What you do is get a vice-like grip on your opponent's shoulders, twist him round then swing your leg and hip out and hoist him over your should — depositing him down on the mat with a thud.

**Tai Otoshi** is another spectacular over the shoulder throw which again places your opponent on the mat with a slam.

The key to Uchi is speed. To execute any of the moves you first have to strike and secure a grip on your opponent. This is done by pressing the fire button as you move. When the button is depressed a bar chart will appear in the top of the screen (red or white) to represent each player. The length of this indicates the quality of the grip.

The secret is to execute your move in the short time that the barometer is showing. Once it disappears you have lost your grip and can do nothing.

The information screen also shows your stamina — another crucial strength for the judo player.

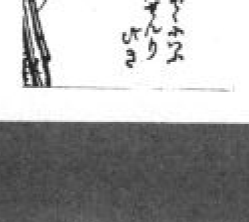
Most interesting of all the displays is the foot layout window. This shows you the correct positioning of the feet for each move.

Getting the feet right is very important in judo. Brian Jacks was so impressed with this feature in the




The Ed in the air. Uchi Mata's the computer in training mode. *(Well we've all got to start somewhere — Ed).*



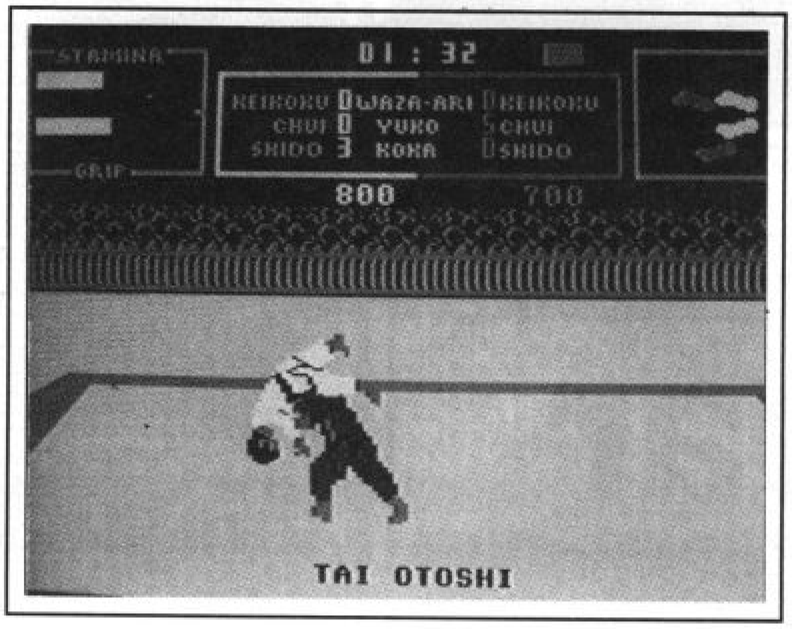


game that he is now using it in his judo school.

The 'foot window' is also the screen where the referee appears to give the results and penalise players who make illegal moves.

One of these illegal moves can lead to outright disqualification. It is a particularly nasty one in which you dig your opponent in the shoulders and push him over backwards. Trouble is it's so easy to do you just can't resist using it from time to time — especially if you are taking a bit of a beating.

When a disqualification is made or a bout won the referee appears and points to the player who has won. This player then turns to face out of the screen, thrusts his hand in the




◀ **Tai Otoshi — another spectacular over the shoulder throw.**

moment to strike becomes great fun.

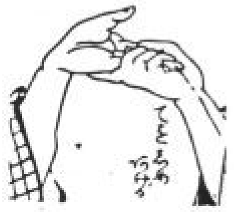
Each bout lasts 6 minutes unless a player is disqualified or achieves an Ipon in this time.

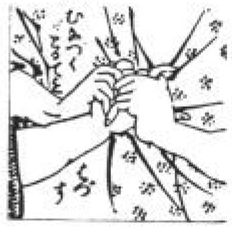
One non-authentic touch is the addition of a high score table. This totals all your points and calculates points — awards for more complicated moves, as awarded by the referees in the move table at the top of the screen.

air, and gives you a great teethy white smile. I liked this touch. Most of us like to boast a bit when we execute a good move in a beat 'em up. Now the computer does it for you.

Like most beat 'em ups Uchi is at its best in the two player mode — though the computer makes a good opponent in its own right.

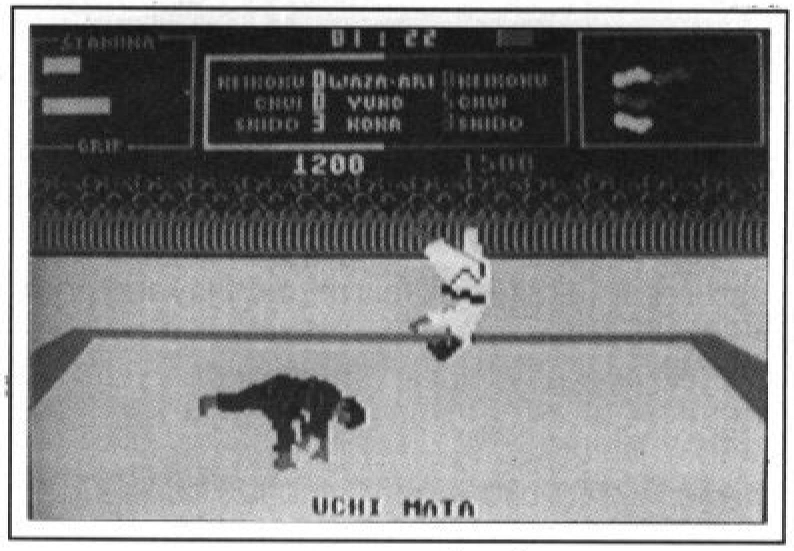
Andy Walker says of the computer version "the 64 has been programmed to win. It will study your moves and adapt its strategy". Every time you beat it it gets tougher the next time round and, most importantly, it doesn't matter how good you get the computer can





always play better. This can be really exciting to watch. If you manage to get up to say — a 6 Dan — the computer will match this and the players will really start flying around the screen like super-fast acrobats.

The scoring system is as authentic




▲ **The computer gets its own back. *(Ouch — Ed.).***

as possible. Ten points for an 'Ipon' — getting your player flat on his back in one move — not easy, and an instant game winner when you achieve it. Not quite flat out is called 'Waz-Ari' which is slightly more common and worth seven points. If your opponent manages to block your move or break a fall, landing on his knees, then a 'Yuko' or 'Koka' is awarded — worth five and three points respectively.

The referee points to the point category on the score board every time a move is executed.

The game is at its best when two players have mastered the art of blocking, as well as the attacking moves. Stalking each other around the screen searching for the right

▼ **Get down you nasty Judo-playing 64.**




Graphics and sound effects are of a very high standard. The players are nice and big — larger than Fist — and move realistically. Grunts and groans, and cries accompany each move in the traditional fashion. If you like judo you need have no hesitation in buying this one. Even if you don't, it's still a hell of a beat 'em up. I'd rate it second only to *International Karate.*

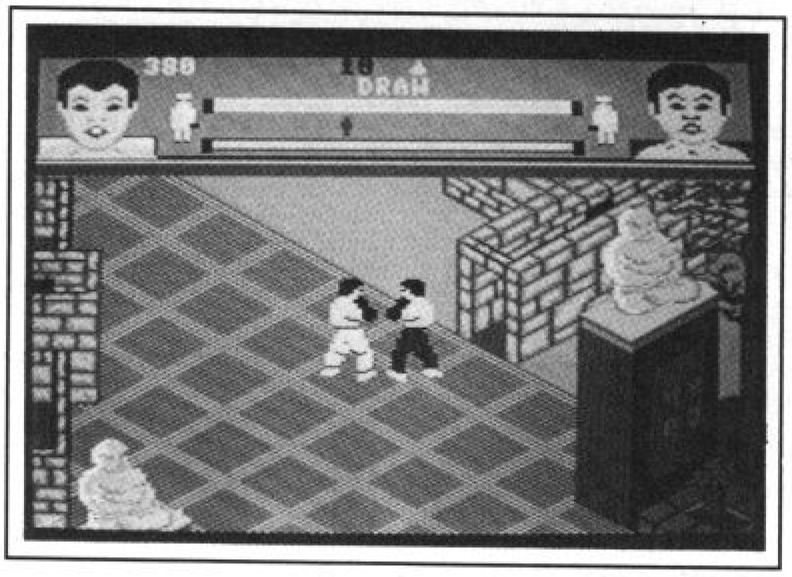
**Eugene Lacey**

| | | |
|---|---|---|
| **Graphics** | 1 2 3 4 5 6 7 8 9 10 | **8** |
| **Sound** | 1 2 3 4 5 6 7 8 9 10 | |
| **Toughness** | 1 2 3 4 5 6 7 8 9 10 | |
| **Endurance** | 1 2 3 4 5 6 7 8 9 10 | |
| **Value** | 1 2 3 4 5 6 7 8 9 10 | **Overall** |

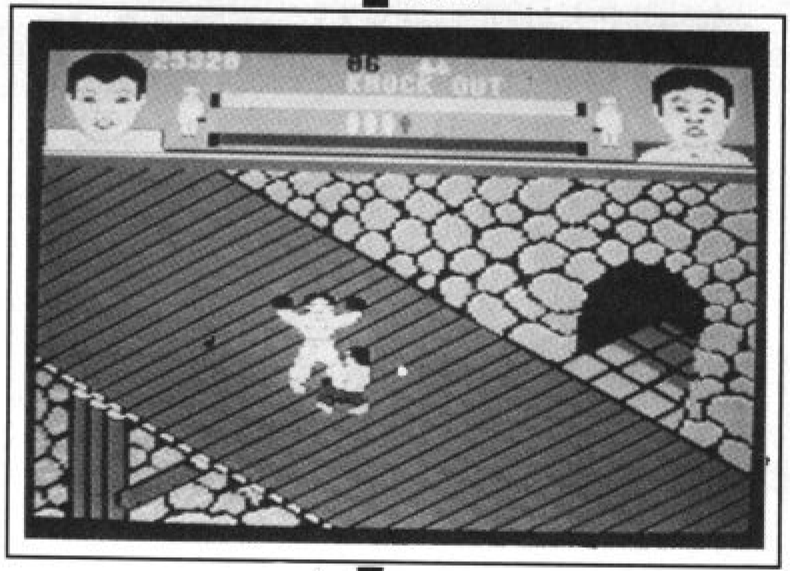
# ● THAI BOXING ●

**ANCO**
**64/128**
**Price: £7.95/cass**
**£10.95/disk**

*Thai Boxing* is really a cross between two of the most popular themes used in computer games today. I don't really think I need to tell you what they are (I expect you've already guessed) bo\ing and . . . yes, karate.




◀ **Bruises galore in Thai Boxing.**




▲ **It's a knockout — the Ed wins again as Ferdy bites the dust.**

I've got a sneaking feeling we're going to see a rush of games incorporating karate into another theme. So far this month we've had two arcade adventures, this game, and I've even heard tell of a racing game that also includes the ever-popular karate!

Back to Thai Boxing. The gameplay and scoring are practically the same as the other couple of dozen martial arts games around. Each combatant has a stamina bar, when this is down to zero your game is over. However, this rarely happens. In the case where you and your opponent both have energy left, whoever's is highest is declared the winner.

There are six levels of play, and each level has three karate-chopping opponents. You must fight each opponent three times and it is the best of three one-minute bouts. That makes a total of fifty-four bouts you must fight and win. Tricky, eh? No. This is where Thai Boxing separates itself from the rest, it is incredibly easy! Without trying to be too big-headed (unthinkable, Ed.) I completed it first time — no pokes, no tips. Just my Cheetah Mach I, and the instructions supplied.

Why, then is it so easy? Simply because Thai Boxing has only a small selection of blows, around six in all. Only two of these are very effective, flying kick and that Fist favourite leg-sweep. All you need to do is alternate these up, down, up, down etc and you will soon find that your opponent seems to spend most of his time on the deck. This is quite fun for a while but soon becomes a bore. You can also play a two-player game which works nicely, but only if you and your opponent agree not to use the above sequence. Graphically Anco haven't let themselves down as the insert artwork would suggest! They have produced some great backdrops and sprites although the movement is a little bit slow.

Anco have also chosen to look on martial arts literally from a new angle. As you can see from the screen shots it looks as if you're watching from a tall tower as opposed to the conventional Fist look. This, I expect was a cunning trick by the programmers to make it trickier, and it almost worked.

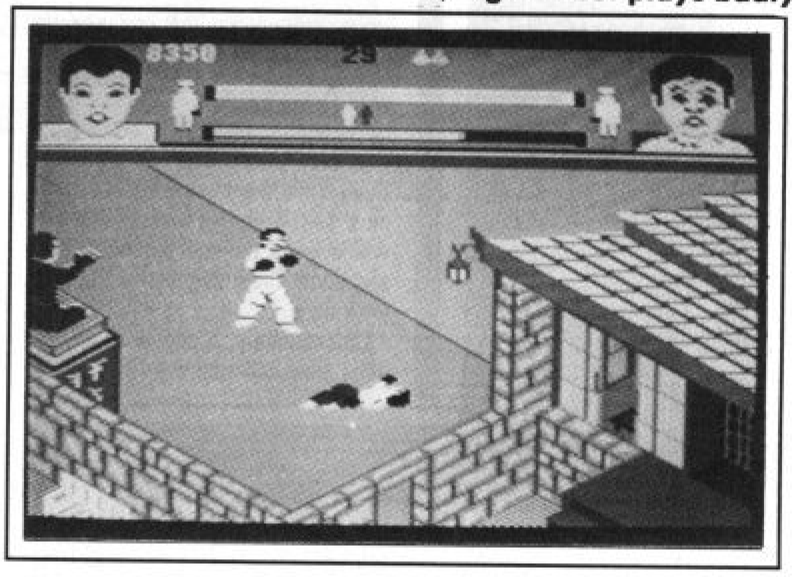
Also, to put in a bit of spice they have chucked a change of angles after each one-minute bout. I loved the way this was done, at the end of each bout the fighters face each other, crouch down, and then somersault over to their respective corners. Brilliant.

The sound is also neat, an oriental ditty hums away in the background, often drowned out by the sound of my glove cutting into my opponent's rib-cage. Also included is some nice speech, which is rarely heard as it only comes on when the computer wins.

Overall, Thai Boxing has only two main faults: it's far too easy and we've seen it all before. This one's strictly for die-hard beat 'em up fans, and adventurers (Sorry Keith!)

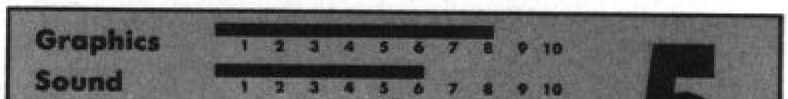
**Ferdy Hamilton**

▼ **Thai Boxing — looks great but plays badly.**



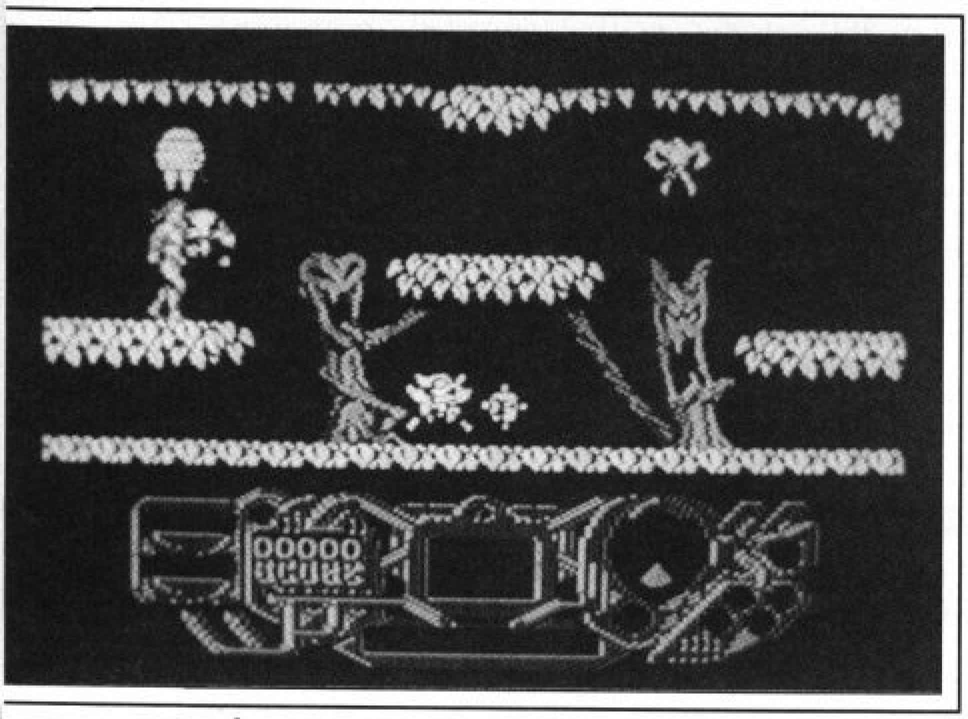

**High scores and plenty of game options.** ▼



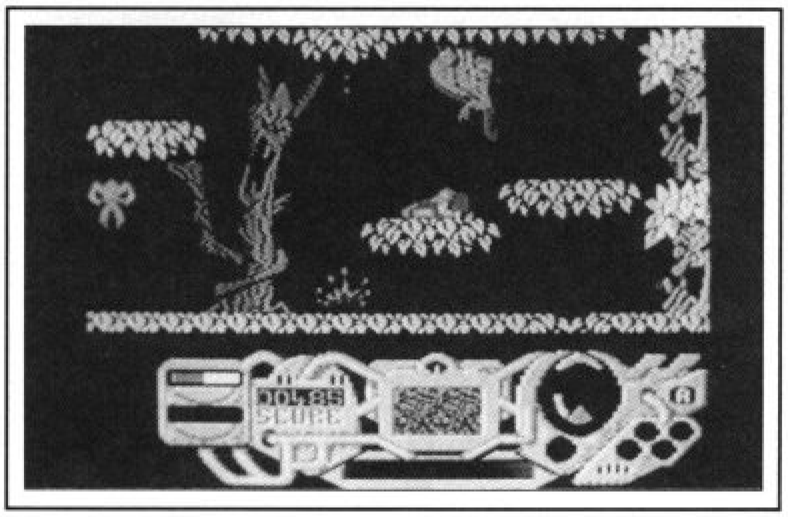



# SECRET ARMOUR OF ANTIRIAD

**64/128**
**PALACE SOFTWARE**
**Price: £8.95/cass**



**A useful energy caption can be seen centre screen — but that nasty above our hero's head makes his mates appear.**



**Tal curls up and lays down to die when his energy is exhausted.**

Now for a history lesson. It is the year 2086. (History?) The Earth is slowly being destroyed by mankind, in a vast nuclear war. To protect their armies, scientists set to work on a suit, a suit of armour which would make the user indestructible and allow them to conquer anything with ease.

Unfortunately, a couple of days after they invented the thing, all human life had been destroyed, and everything was quiet. Apart from an Amiga which was displaying "One on One" in demo mode.

Centuries passed, and from the chaos emerged a new race of humans. These people led a simple life running around with no clothes on, until earth was invaded by aliens. (*The Plot thickens — Ed.*)

Men were enslaved by the prudish aliens and some hid underground to avoid capture. The elders of this race decided to do something about these aliens and gave a task to a strong, young man called Tal. His task was to find the Antiriad armour, which they had read so much about in the books from the past, and use it to destroy the aliens' base. So begins your task ....

You, as Tal, must discover the sacred armour. Then after you have found it, you must equip it with various bits and bobs, (lasers, anti-grav boots etc) and locate the alien base. There you must set an implosion mine, which will destroy the base. Be warned, it's not as easy as it sounds.

First you must move Tal around a maze of screens, which are infested with horrific creatures: things like bats, trolls, wolves and maybe the odd bank manager. Each one of these will drain energy from our hero and some will kill him on contact.

Once found, the armour must be activated by putting it on and flicking the switch. When you do this, you get a very good "Star Trek" effect, as you teleport into the armour. When you see it, you'll know what I mean.

Now try to take off. You can't. Why? Well, because you need the Anti-grav boots which are located somewhere on the planet. Once you have these, flight is possible. Also, your armour needs energy, and you will find plenty of pods in the forests.

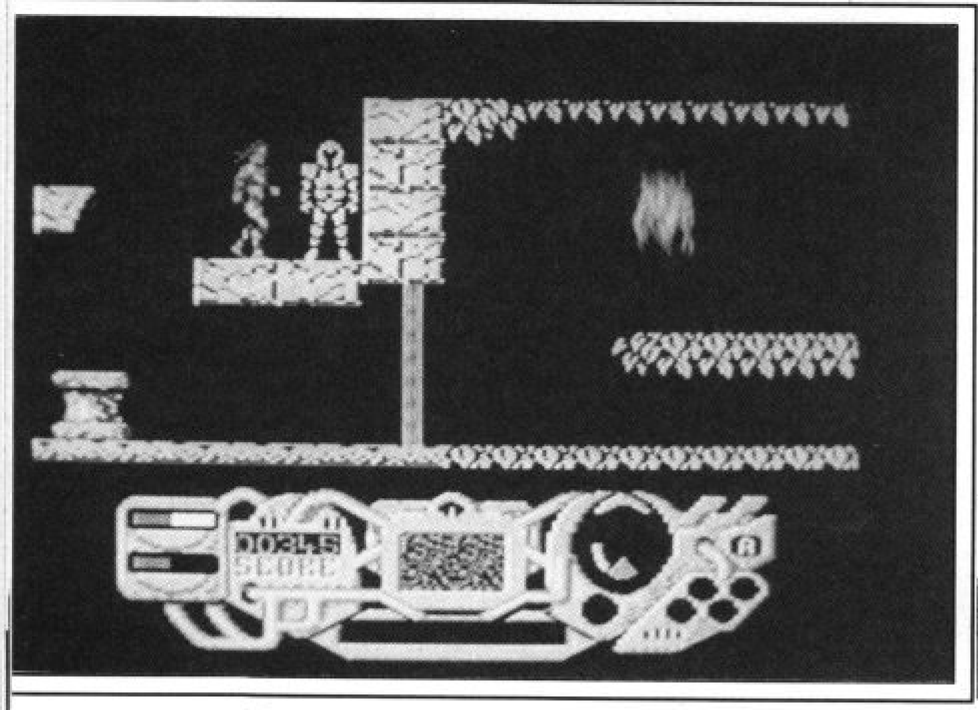
The first thing you will notice when you activate your armour is the large dashboard at the bottom of the screen. It will come alive. This board indicates stuff like score, radiation level (things can get too tough, even for this armour) and tactical display. Don't worry, it's all quite simple really.

Once you have collected energy, lasers, gravity boots, particle negators and the implosion mine, you may set about blasting things and searching for the enemy base. You'll love having lasers, as Tal's only means of defence without the armour is throwing stones, which your local hero will tell you is not very helpful.

What happens when you destroy the alien base? Well, that would be telling and besides, the fact that I don't know prevents me from revealing all. I'm sure someone will complete the game and tell you in 'Play to Win' soon.

Now to the graphics, which are really good. Tal, is well animated and runs about in his jockey shorts very well indeed. He can also jump, duck, and throw rocks which makes him a pretty active kind of guy.

The creatures, on the other hand, are not as well animated but



**Tal must find the armour before beginning his quest.**



Our here lobs rocks at the nasties in the forest.

pleasing to watch nonetheless. The backgrounds are bare but for a few trees, which have twisted faces on them.

Sound comes in the form of a nice title tune and various meaty sound effects which liven the game up from time to time. But I must say that the stone sound is a bit feeble.

Other than that, all I can say is this game deserves to do well, it has a good plot, and beautiful graphics.

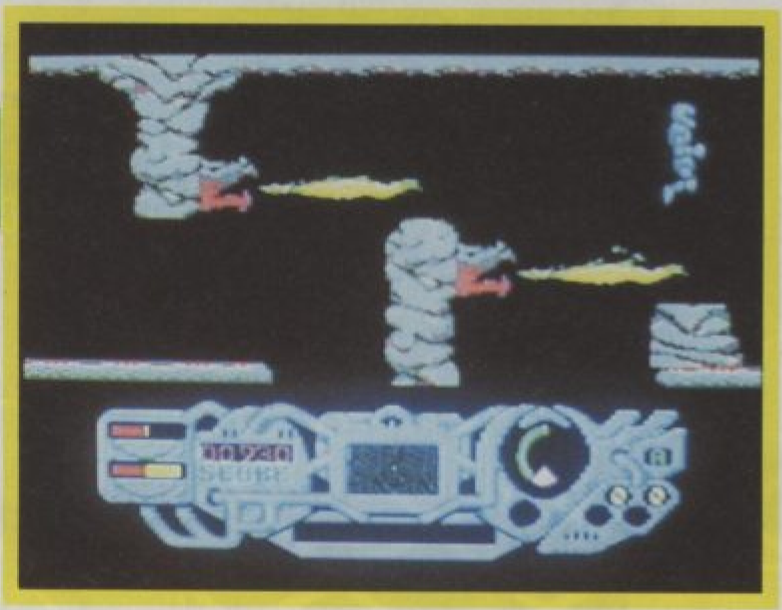
If any software company can claim to be hand made cars equivalent of computer games it must surely be Palace. The games take months to manufacture with the company only releasing about three new titles a year.

Compared to other companies that churn the games out with production line-like efficiency this makes Palace truly unique in the UK. They have an expert in every department — graphics, game design, music and sound.

The only possible criticism you can level at the Palace team is the sameness of their designs. We are tiring just a bit of arcade adventures. It would be really interesting to see this talented team take a crack at something else.

*Note:* Players with Game Killer, can use it to good effect on this game. (*Cheat! Ed.*)

**Chris Cain**



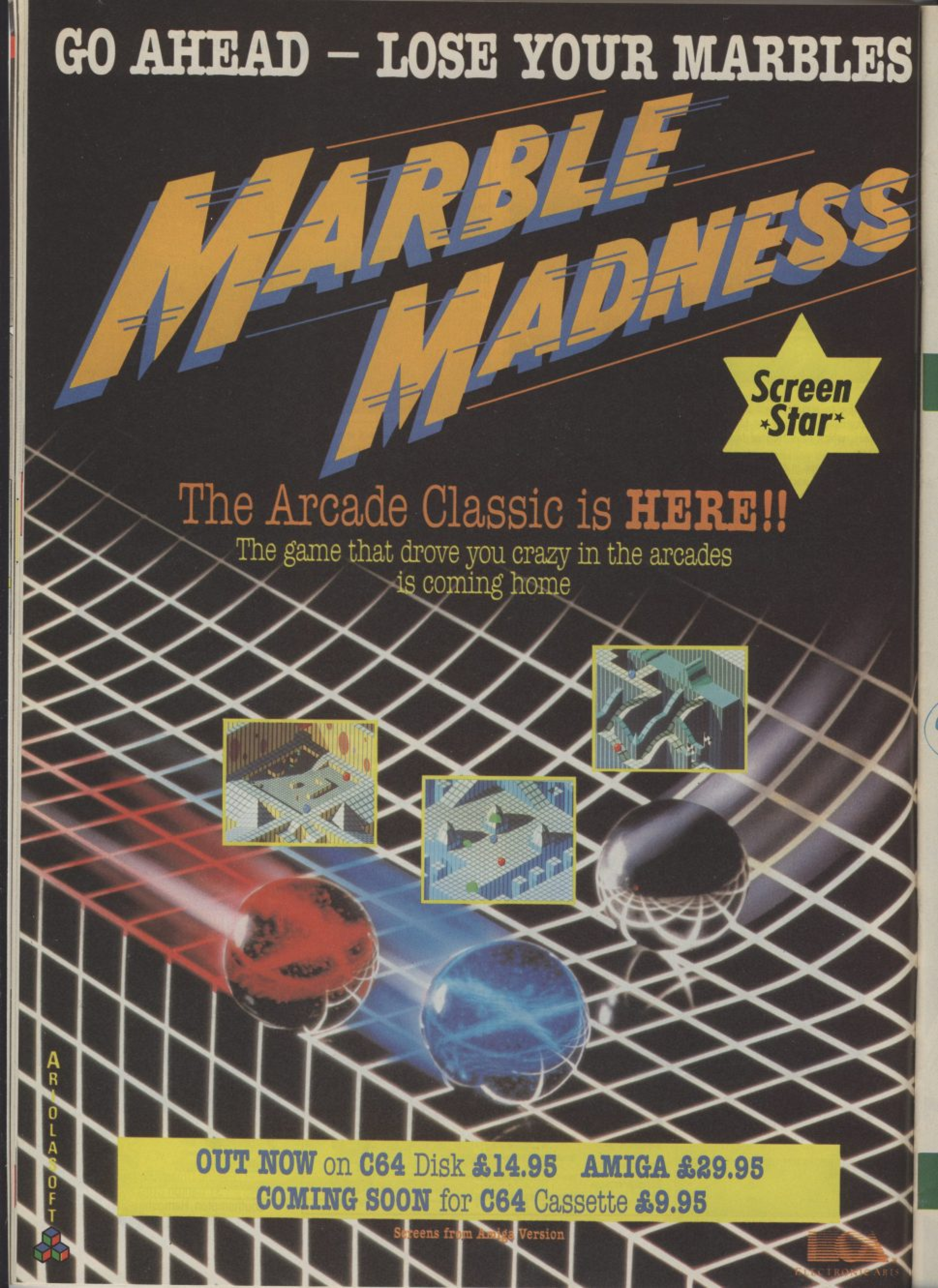
The fire-breathing gargoyles provide a stunning graphic display if you manage to get this far.

Secret Armour — could be the best arcade adventure launched this year.



Information panel shows energy, lives lost, and power.

| | Score (out of 10) |
|---|---|
| Graphics | 9 |
| Sound | 7 |
| Toughness | 8 |
| Endurance | 8 |
| Value | 8 |
| **Overall** | **8** |


GO AHEAD – LOSE YOUR MARBLES
MARBLE MADNESS
Screen *Star*
The Arcade Classic is HERE!!
The game that drove you crazy in the arcades is coming home
OUT NOW on C64 Disk £14.95 AMIGA £29.95
COMING SOON for C64 Cassette £9.95
Screens from Amiga Version
ARIOLASOFT
ELECTRONIC ARTS

# ● JACK THE NIPPER ●

## 64/128 GREMLIN GRAPHICS

**Price: £9.95/cass**







As you may have guessed Jack is just a nipper, and a naughty nipper he is too. Or at least he wants to be! This is the weird but wonderful storyline of Gremlin's delightful new game.

You are Jack, and your sole malicious aim is to go around the town trying to be as naughty as it's possible for a tiny tot to be.

There are two real ways to cause bovver. The main one is to pick up objects and drop them where the most damage is likely to be caused. There are a mass of different objects to be picked up from floppy discs to poison. The other way to annoy the simple locals is to obtain a pea-shooter and SPLAT! them and basically anything that moves.

Your bad behaviour is measured on the Naughty-o-meter. The more trouble you cause the higher it will rise, until finally when you hit 100% you make 'Little Terror'.

When you just drop an object the Naughty-O-meter will go around 2%. Experienced mischief causers will know that dropping an object in a position that is positively chaotic will cause your level of mischief to shoot up by a good 10%. For example, if you find poison and drop it on the flowers it should kill them and therefore cause a lot more damage than if you just drop it on the toy shop floor.

To pick up objects you first reach them by jumping on top of various pieces of furniture. When you eventually reach an item, you must put in your pocket by pressing a key. You can only hold two items at once as you only have two pockets.

There are over twenty locations around the town, each one drawn accurately with excellent detail. The characters are vividly animated and even go purple with rage each time you commit a misdemeanour in their territory.

The locations include a park, a graveyard and a false teeth makers! Between you and me, I'm going to let you in on a secret. There are also some hidden locations which enable you to reach objects otherwise out of sight or reach. (Try going into the bank with a key!)

This all might sound like a piece of cake for hardened nasties! It isn't. I haven't told you about the Goody-goodies who tan your hide if they touch you, which raises your nappy rash level! When your nappy-rash gets too high you lose a nipper. Lose five nippers and your trouble-making days are over. The townfolk are very tolerant people, until you try their patience too far, say by shooting them — they get real mad and chase after you.

When the game ends you are given a percentage and a rating. I'm on 25%, which might sound reasonable but means in fact that I'm a 'Weedy Wally' (*Suits you—Ed*).

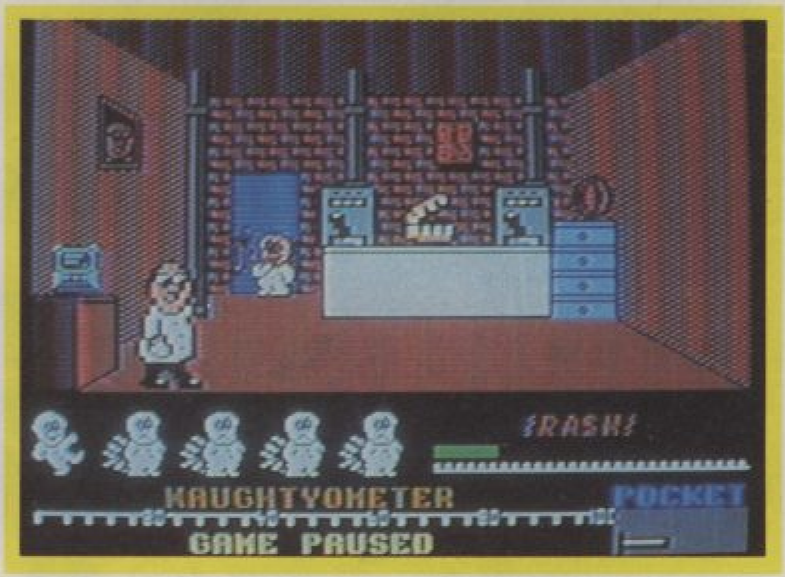
As if this wasn't enough embarrassment Gremlin have kindly given us reviewers a Please-can-you-help-me-I'm-a-wimp phone line! Especially for people like . . . (You! Ed.).

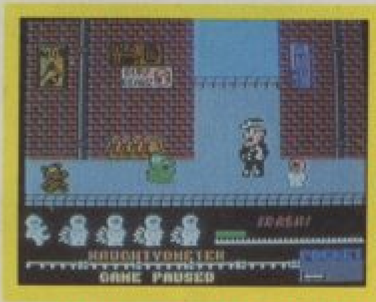
Somehow I can't seem to place what separates *Jack the Nipper* from most of the games we receive; it's a bit of everything, and yet it has a touch of originality (full marks for those of you who noticed it's one of the few games in the issue without a hint of karate). The graphics are excellent with large characters and sharp animation but the sound is lacking to put you in an "I'm a little 'orror" mood. There's no tune and sparse sound effects. I'm sick of being a wimp and you ought to be too, because despite my reservations you'll feel twice as wimpish if you miss out on this terror.

**Ferdy Hamilton**




**The 'Naughtyometer' records Jack's mischief rating.**



**The little tike saunters past the Burp Beanz factory on the lookout for mischief.**




**Jack can cause all sorts of havoc at the dentists.**

| | | |
|---|---|---|
| Graphics | 8 | **8** Overall |
| Sound | 4 | |
| Toughness | 8 | |
| Endurance | 8 | |
| Value | 7 | |



THE SACRED ARMOUR OF
ANTIRIAD
Actual screen shots from the Commodore
Pack includes 16 Page COMIC
THE ELDERS PLOTTED TO OVERTHROW THE OPPRESSORS.
AS THE YOUNG WARRIORS GREW...
TAL! YOU HAVE BEEN CHOSEN AS THE ONE WHO WILL SAVE OUR RACE.
ONE STOOD OUT AS A CHAMPION... HIS NAME...
TAL!
READ THE COMIC! PLAY THE GAME!
PALACE software
Available from all good computer game stockists or by mail order from Palace Software, 275 Pentonville Road, London N1 9NL. Send cheque or postal order for £8.99 plus 80p p&p.
Access and Barclaycard holders phone 01-278 0751.

# ASTERIX AND THE MAGIC CAULDRON

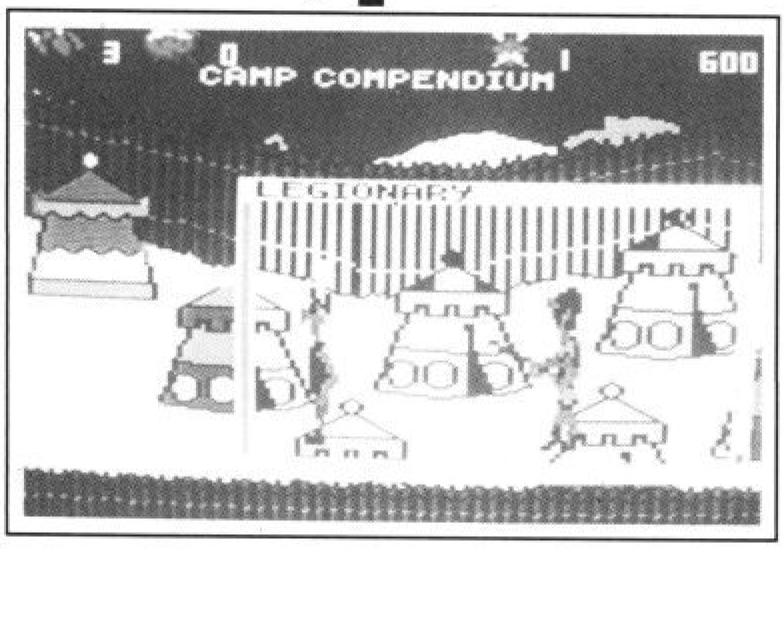


## COMMODORE 64/128 MELBOURNE HOUSE

**Price: £9.95/cass £14.95/disk**



**Fight sequence: both combatants look like sprites with malnutrition.**



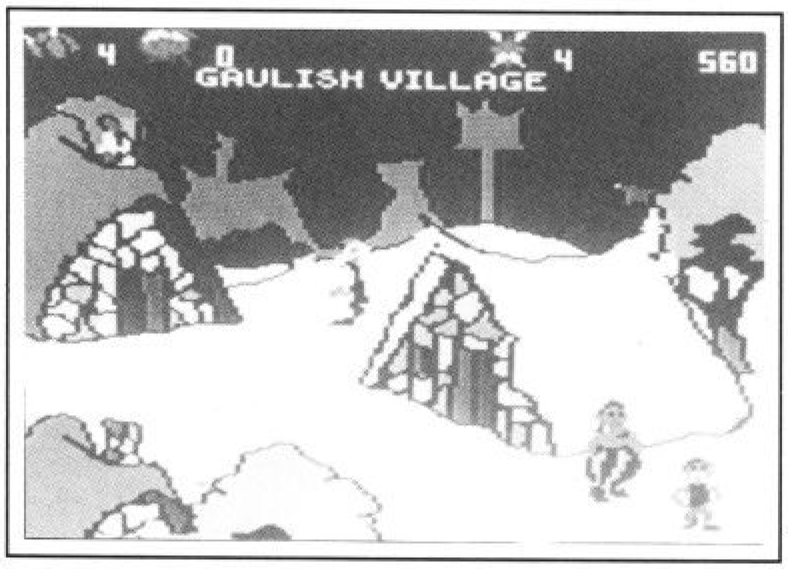

In case you thought Asterix was something you had out in hospital, here's the lowdown on those two garlic (sorry Gallic) geezers, Asterix and Obelix. They're the scourge of a Roman army that has notched up Gaul (France to you) in their world domination programme, but can't subdue one tiny Gallic village — we're talking 50 BC here.

Asterix looks like a wimp but he's a real hardcase due to the magic potion brewed for him by Getafix the village druid. Obelix is his big-bellied sidekick who eats too much wild boar (pork chops to you). Together, they make life hell for the Romans occupying the four camps around them, which is easy since most of them are pretty thick.

Thankfully, Melbourne House has remained reasonably faithful to the original ideas and characters. You control Asterix in his search for the seven pieces of Getafix's homebrew kit — his Magic Cauldron. Why pieces? Because that lumbering oaf Obelix has kicked it over and smashed it. Without it, Getafix can make no more of his magic elixir — and Asterix will have to make do with Sanatogen.

Wandering around the game's many locations looking for bits of cauldron sounds pretty boring so the programmers have added spice in the shape of a Fight Mode. Whenever you bump into a Roman soldier or a boar, a window opens up in the screen containing the two enlarged characters. You then thrash it out using the joystick to kick and punch.

Asterix has only five lives but he can acquire superhuman strength with the magic potion he carries. There's only enough for one slug, though, and that's his lot for the rest of the game. Both Obelix and himself frequently get hungry and need to eat hams to keep up their strength. Asterix gets these by killing wild boar, but he can carry only up to five. Without hams, Obelix will no longer follow him. That's not such a bad deal since he does nothing anyway (even his trousers are the wrong colour).




**Obelix follows you around everywhere, but doesn't actually do anything.**

The game lets you explore its locations pretty well unhindered. You don't need to fight, you can always run away. And the game's 'terrain' looks to be pretty large. There's the village, a forest, three Roman camps (Asterix buffs will note that there should be four) and Rome itself.

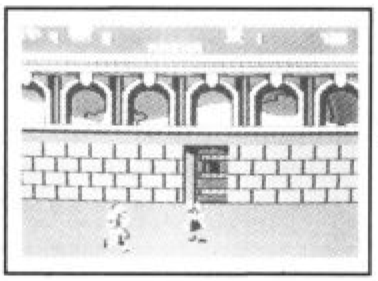
Graphics are bold and colourful and animation of the two protagonists is reasonable though not brilliant. But the game suffers badly from the dreaded 'screen delay'. Instead of scrolling smoothly, each successive screen has to draw itself. On top of that, you don't return to the same screen by going back the way you came. Despite that, you do eventually get an idea where everything is — and the bits of cauldron are always in the same location.

But picking up bits are the least of your worries. Wander out of the safety of the village and the place is crawling with Roman soldiers. Make your way into their camps and they swarm at you like bees. I died a swift death in Camp Compendium, managed to escape Camp Aquarium only to find it led into Camp Totorum — another Custer's last stand. A little tip, there's a cauldron piece in Camp Aquarium.

You can, of course surrender (gulp), and get yourself marched off to the camp dungeon. Funnily enough, there's a ham in there which you can eat to make ready for the obligatory fight in the arena with a maniac gladiator — and this man really moves. I don't know what happens if you win, he just mowed me down.

If you were smart enough to pick up the key lying around in the camp, you simply open the dungeon door and fight your way past the guards to safety — a swig of potion helps here.

In case you think this is good fun, you'd better read on. As I've already said, the way in which each successive screen has to draw itself becomes tedious. And many of the locations look too similar — the village, the various Roman camps. Admittedly, the whole game resides in memory but this repetition lessens your enjoyment. Maybe less scenes but more variety would have been a smarter idea?



**Take a swig of potion before taking on the gladiator.**

As for the Fight Mode, this is a travesty of graphic animation. At first, I thought my telly tube had gone, the characters are so long and squashed. Fighting itself is pretty restrictive with only one punch, one kick and a duck to offer. You're right, Melbourne House did give us *Exploding Fist*.

With all these drawbacks, Asterix just doesn't make it as a classy game. Graphics are colourful and the music is good but we're let down again by rotten gameplay and a painfully slow way of moving around the screens. On top of that, they didn't even include my favourite character, Unhygenix the fishmonger. By Toutatis — as they say.

**Bohdan Buciak**

| | |
|---|---|
| **Graphics** | 7 |
| **Sound** | 8 |
| **Toughness** | 7 |
| **Endurance** | 5 |
| **Value** | 5 |

**6 Overall**

# DEACTIVATORS

**COMMODORE 64/128**
**ARIOLASOFT**
**Price: £8.99/cass**

Screen Star

For once it's a joy to get hold of a totally original game. *Deactivators* has a simple object — remove unexploded bombs from a building.

You wouldn't want to be anywhere near an un-exploded bomb now would you? So, you've got a team of remotely controlled droids to take all the risks! The droids are quite lovable little characters, reminiscent of 'Dusty Bin' and in theory, all you have to do is pick up a bomb, carry it to a window and throw it out. Trouble is, there's never a direct route to the only exit, so you have to chuck the bombs through internal windows to other droids. Sort of pass the suspect device. A droid can be moved freely through doors and holes in the floors, slide up and down poles and use matter-transmitters.

Before you can complete your task, you will need to find a number of computer cards scattered around and install them in the building's central computer. This will reveal hidden doors, disable force-fields and enable matter-transmitters.

Your task is further complicated by the presence of robot guard droids, any contact with one will result in the destruction of that droid. Guard droids will give chase if you move within range of their sensors, but if they drop through holes in the floor frequently enough they are destroyed.

Your main viewing screen shows a 3D view of two adjacent rooms in the building, while the location of the rooms in view are displayed on a map underneath. Also displayed on the map are the locations of the bombs and your droids. Adjacent to the map is a panel that displays an icon representing an object you may be carrying, a bomb (if it's lit the tuse steadily burns away), or a computer card. Displayed to the left of the map is your currrent score and any bonus droids you may have collected by completing a level successfully. Pressing the fire button calls up a menu of icons allowing you to enter droid selection, throwing or viewing modes.

When in throwing mode, the map disappears to reveal a 'trajectometer', indicating the angle and direction of the throw. When the angle is right, pressing fire will complete the throw experiment with different strategies for dealing with the other bombs before attempting that level again.



**Install comuter cards in computer to activate various devices.**

Playing the game requires a combination of mental agility and hand-to-eye coordination. The bombs are set to go off in a certain order, and a warning klaxon sounds as each fuse is lit. If a fuse runs out, naturally enough the bomb explodes taking the room and its contents with it! Should this happen, all is not lost. Although you can't complete a level until all the bombs are successfully removed, you can still carry on for practise.





**Lob the bomb to the droid that waits in the next room.**



**Too late, the bomb's already gone off in the left-side room.**

The rooms differ in two respects, gravity and orientation. The gravity in a room is artificially generated and the strength varies from 1/26 to 36, bear this in mind when throwing things! Floors are not always where you expect them, some rooms are upside-down or on their side!

Level one is a four storey building, four rooms wide with three bombs, three droids and three computer cards. Completing this level shouldn't tax your grey matter to much, but after that, the buildings get larger and more complicated.

All in all, *Deactivators* is one of the most challenging games I've played in a long time.

**Fred Reid**

● *We'll be mapping Level 3 of Deactivators in next month's Play To Win.*

Screen Star

| | |
|---|---|
| **Graphics** | 1 2 3 4 5 6 7 8 9 10 |
| **Sound** | 1 2 3 4 5 6 7 8 9 10 |
| **Toughness** | 1 2 3 4 5 6 7 8 9 10 |
| **Endurance** | 1 2 3 4 5 6 7 8 9 10 |
| **Value** | 1 2 3 4 5 6 7 8 9 10 |

**9**
**Overall**

**Screen Star**







**It'll come as a bit of a shock first time the biplanes fly horizontally at you, but they're easily dealt with.**

# 1942

## ELITE

**Price: £9.95/cass £14.95/disk**

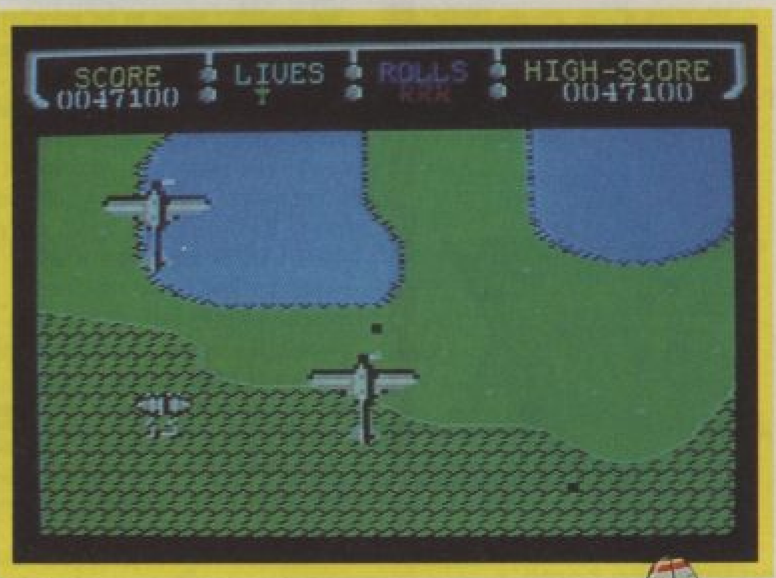
If you read my Fist preview you might remember me telling you about games that cause a stir when they come into the office. Since we got hold of a copy of *1942* a couple of weeks ago, I don't think it's been off the screen longer than an hour. Never in the Commodore User offices has a game been played so often by so many. . .

So what has *1942* got that most of the other games we receive for review haven't? Certainly not originality, no, the answer is total, unputdownable addiction. Every time you finish a game you feel you can beat your last performance, or you're so disgusted, that you want to wipe out its memory.




There can't be many of you who haven't seen it in the arcades, there's even been a couple of rip-offs on the C16 of all things. It's that kind of game as well. There's nothing really to it.

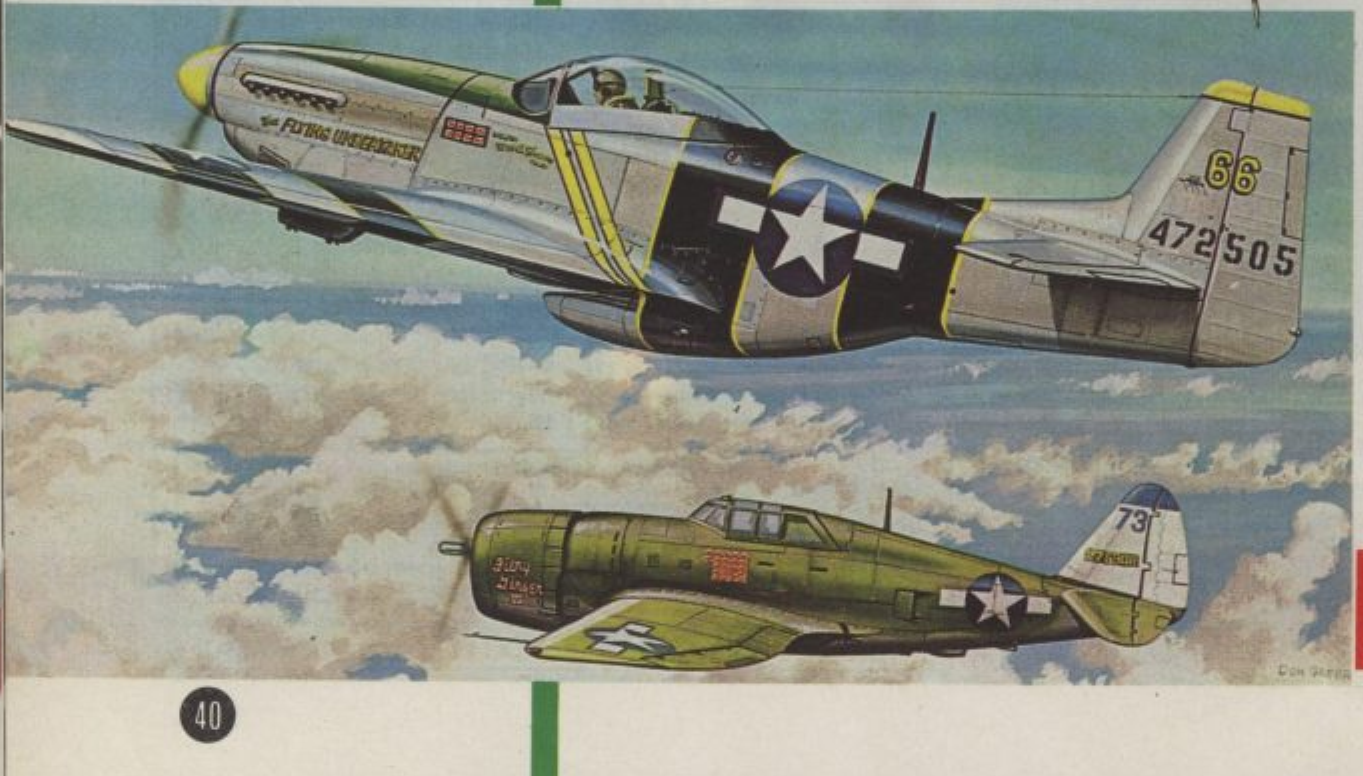
The scenario is set in the Pacific during the campaign against the Japanese in World War II. Your mission is to fly a daring solo raid to weaken the enemy and secure the upper hand in the air. This involves suffering wave after wave of big and small aircraft coming at you from all directions. The result is pure trigger twitching action based on a mixture of skill and reflexes. And you never know when to stop.




**Bombers fly up the screen firing diagonally, slip in between them.**



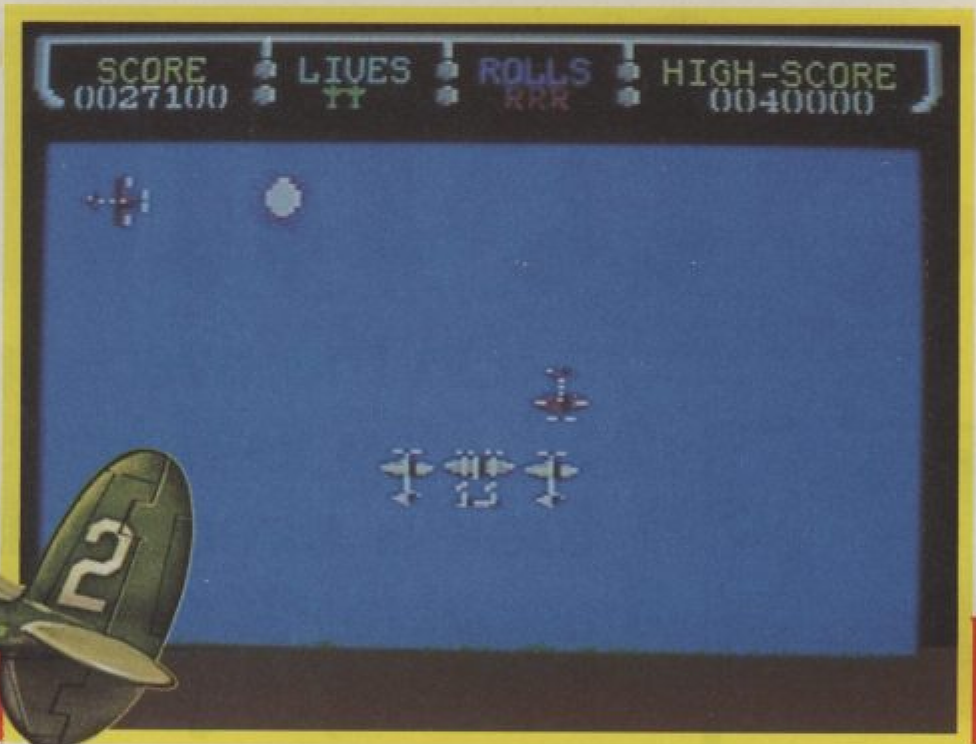

It's all down to high scores really. You notch them up by completing levels for bonuses and, obviously, shooting down the enemy. Thus there's always the temptation to pick off just one more, with the result you make an error or get too greedy and end up buried in a ball of flame.



Screen Star



Collecting a POW symbol on the third phase gets you a fighter escort for the rest of the level.




You begin by taking off from the aircraft carrier, and after that it's a question of building up enough experience to work your way through the game's twenty-four levels. Each section contains about five or six different formations of aircraft, all of which describe different patterns around the screen. If you manage to get through them you'll land back on the deck of the carrier and take-off for the next session of nerve wringing.

You get three lives and that's your lot. Lose one and you go back to the beginning of that level. Often if you're not concentrating hard enough you'll lose the rest just as quickly.



Nasty moment, a bomber scrolls up from behind with a horribly accurate tail gunner, whilst the biplanes loop around aggressively









There's no time to relax in this game.

The coin op's great gimmick was the roll which the plane will execute here at the press of the space bar. This is always a bit of a pain but I haven't found anything I can't handle yet that necessitates using it. No doubt that'll come when you boil down to the last handful of levels.

The graphics are fine, no glitches, plenty of colour and most important of all in this game, the screen scrolls very smoothly. The sound is Elite's best attempt yet. The game music is a furious rendition of '633 Squadron' complete with buzzing effects all of which adds to the hectic atmosphere of the game, and blow me if you don't find yourself humming it all day! One small whinge — if only Elite had put a save option on the highscore board. It's such a shame to see your best ever effort wiped off at the flick of a switch. Nevertheless an unreserved screen star.

**Mike Pattenden**

Keep your wits about you for this attack. Two fighters arc down the screen at you as a bomber comes on from behind.

"Mission completed Euge — we blew them Zzap boys right out of the air!"




Screen Star

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Graphics | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Sound | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Toughness | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Endurance | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Value | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

**9**
**Overall**

**Battle for Midway, Battle of Britain, Theatre Europe, Falklands '82, Iwo Jima, AND NOW -**

# Bismarck

MAIN MAP



COCKPIT VIEW

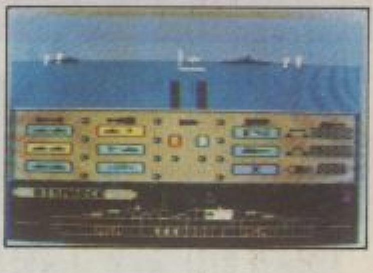


## On the evening of 24th May 1941, HMS Hood took a direct hit in her magazine. Of the 1415 men on board, only 3 escaped with their lives. BISMARCK had claimed her first kill.....

AIR RECON MAP



BRIDGE VIEW





**FREE DEMO TAPE OFFER - See below for full details**

Features: GAME CONTROLS: Command Bismarck vs. Computer, Royal Navy vs. Computer, Full joystick control, Icon driven, Variable speed game, Variable difficulty level, "Set Battles" option, Save Game, Real time Action. FLEET CONTROLS: Main map screen, Air reconnaissance screen, Weather forecasting. SHIP CONTROLS: Visual search from bridge, Radar search, Control heading, speed etc., Fire heavy guns, Control anti-aircrafty guns, Allocate damage control via fully detailed plan views, Torpedo attacks, Fairey Swordfish flight simulator.

To receive your FREE Demonstration Tape of BISMARCK and a catalogue of our other products, send a self addressed envelope (at least 11cm X 22cm) with a 17p stamp to "BISMARCK DEMO", DEPT C, PSS, 452 STONEY STANTON RD, COVENTRY, CV6 5DG. TEL (0203) 667556. (Offer only available while stocks last)

**CBM 64/128 £9.95 (C) £14.95 (D)**

WARGAMERS SERIES

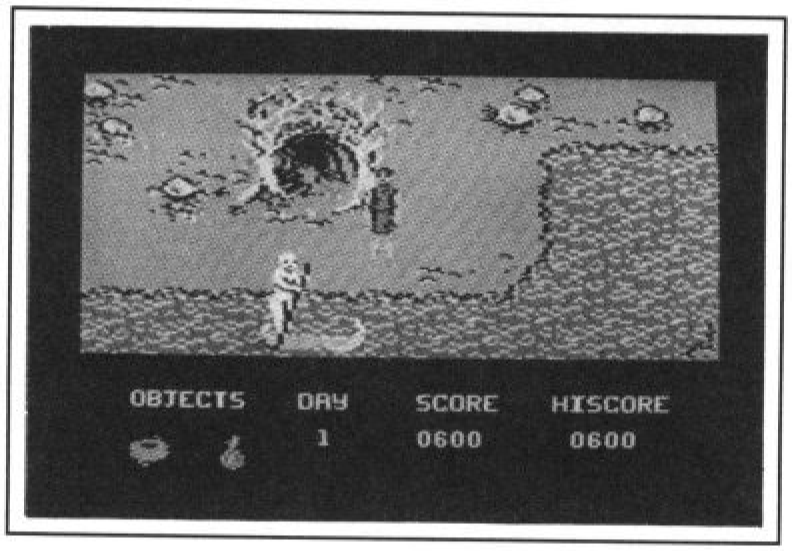
***SPECTRUM AND AMSTRAD VERSIONS AVAILABLE SOON***

PSS

# ● DANTE'S INFERNO ●

## 64/128 BEYOND

**Price: £9.95/cass**




**Don't miss the boat. Stop the ferryman and climb around.**

The game is based on Dante Alighieri's medieval poem 'Inferno', which tells the tale of a Pilgrim's journey through hell to take on the devil himself. In the game, you take on the role of the Pilgrim battling his way past all sorts of hellish nasties in search of the unspeakable.

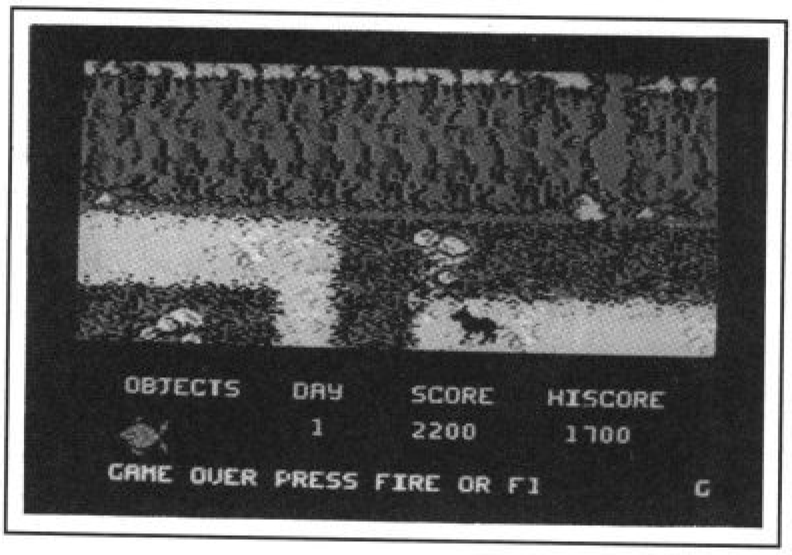
Your journey starts in a woody glade. On the ground near your feet is a bag of money and not far off is a coiled rope. Assuming these to be useful, even essential to your purpose, it is advisable to pick them up.

You can carry two objects at a time, icons at the foot of the screen tell you what you're holding in each hand. To use an item, simply hold the fire-button and push the stick left or right.

Once you have familiarised yourself with the controls, it's time to enter the tunnel that leads to hell itself. Emerging from the tunnel, you find yourself on the far bank of a subterranean river. Hang about here too long and a swarm of hornets (they could have been wasps) terminate your career.

If you should manage to escape this fate (I wont' spoil it for you, but it's not difficult), you enter the first 'circle' of hell proper. This has the appearance of an ancient Greek ruin, and is guarded by a couple of indescribably nasty nasties. Beyond this are eight other 'circles', all similarly guarded, ending with a lake of ice and a confrontation with the pitchforked nasty himself.

If you should fail, you will be sentenced to an eternity of some fate worse than Wogan (unless you elect to start afresh)!




**Keep to the path and watch out for the wolves.**

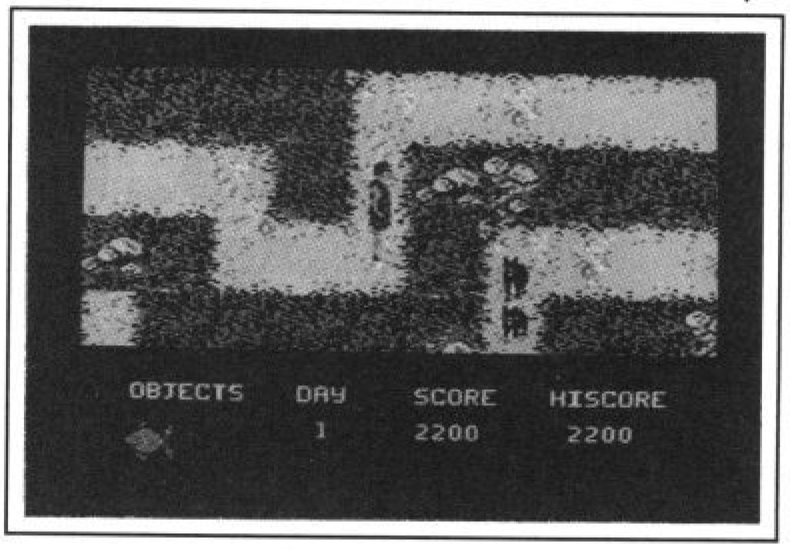
The music deserves a mention at this point, a superby scored medieval melody (suitably synthesized) accompanies you on your journey, changing subtley at each new location. Sound effects are a little sparse, the rushing of a hurricane, the buzz of the hornets etc, but this in no way detracts from the game-play.

The action occupies about the top three-quarters of the screen. The graphics are smooth and clean but not what I'd call spectacular. Underneath is the usual score, hi-score and object icons, with a calendar (you have just seven days to complete your quest) showing the passing of the days. Underneath this scrolls cryptic and disconcerting messages such as 'Abandon every hope!' (actually a quote from the poem).

Well, Beyond seem to have another winner here, a highly original theme, good graphics with plenty of variety and excellent music. Where have I been for the past week or two? To hell and back!

**Fred Reid**

**Stray off the path and you sink into the marsh.**

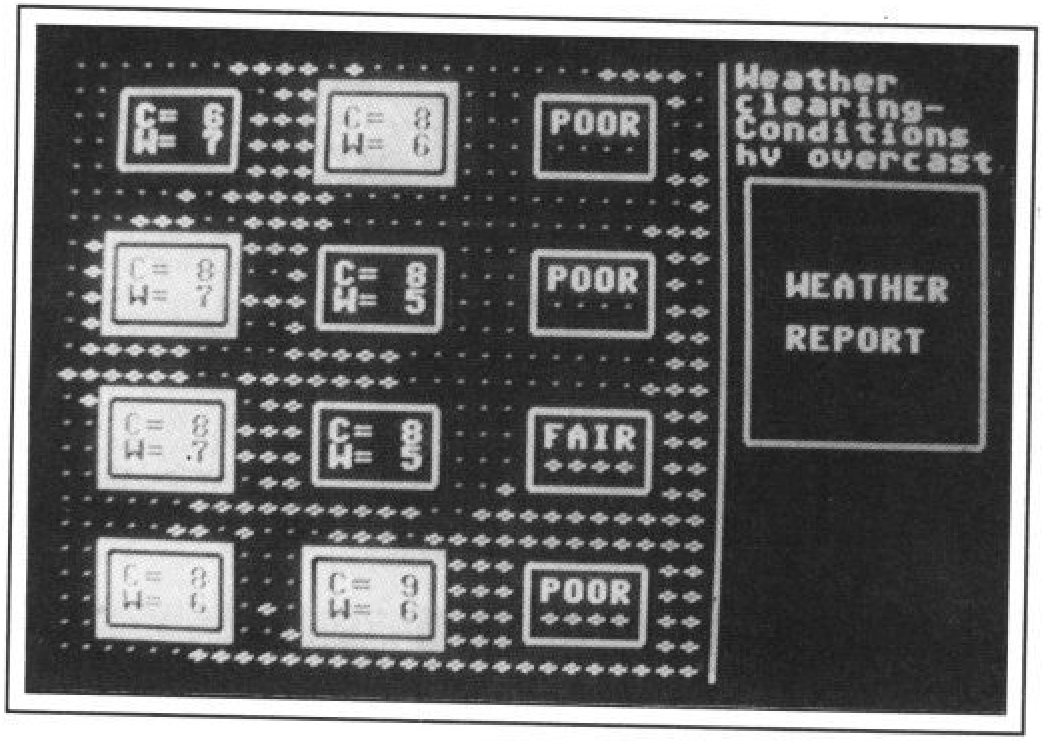



**There's an object to be picked up in the Grecian ruins.**



| | |
|---|---|
| **Graphics** | 1 2 3 4 5 6 7 8 9 10 |
| **Sound** | 1 2 3 4 5 6 7 8 9 10 |
| **Toughness** | 1 2 3 4 5 6 7 8 9 10 |
| **Endurance** | 1 2 3 4 5 6 7 8 9 10 |
| **Value** | 1 2 3 4 5 6 7 8 9 10 |

**7 Overall**




**Predicted cloud cover and wind strength is given for each of twelve regions.**

total simulation of the battle for supremacy of the skies in WWII. There are actually three scenarios, corresponding presumably to the three major conflicts. They are:

**Their Finest Hour** — the Battle of Britain, August 10 - September 4 1940.

**Enemy Coast Ahead** — Bomber Command Strikes by Night, July 23 — August 20 1943.

**Piercing The Reich** — The 8th Air Force Turns The Tide, February 3 - February 26 1944.

If that's not enough, you can design your own.

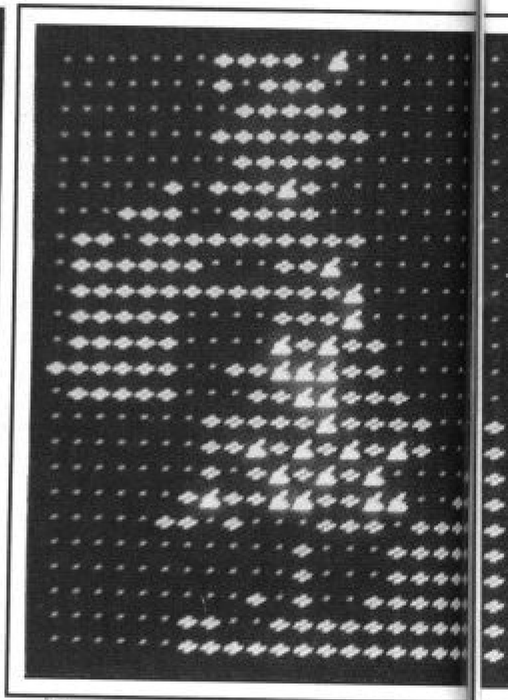
In each of the three scenarios your objectives are different, as are the types of difficulty you will have to overcome if you are to be successful. Despite the colourful cover and all the paraphernalia the game can only be described as utilitarian in terms of

# EUROPE ABLAZE THE AIR WAR OVER E

**64/128**
**SSG/STRATEGIC PLUS SOFTWARE**
**Price: £34.95/disk**



**The aerial war above Europe raged for over four years, from August 1940 to the early part of 1944. In July 1940, the German Luftwaffe implemented plans to cross the Channel and destroy British Fighter Command to pave the way for an invasion of Britain. The ensuing battles resulted in huge losses and the eventual frustration of the Wehrmacht's plans. By 1943, British Bomber Command was preparing an early end to the war by terrible devastation of major German cities like Hamburg, Cologne and Dresden. By July of that year, the US Air Force was also penetrating deep into Third Reich territory. Bombing of Germany culminated in the Battle of Berlin, Bomber Command's last major independent operation before the USA also started long-range bombing and helped turn the tide in favour of the Allies.**



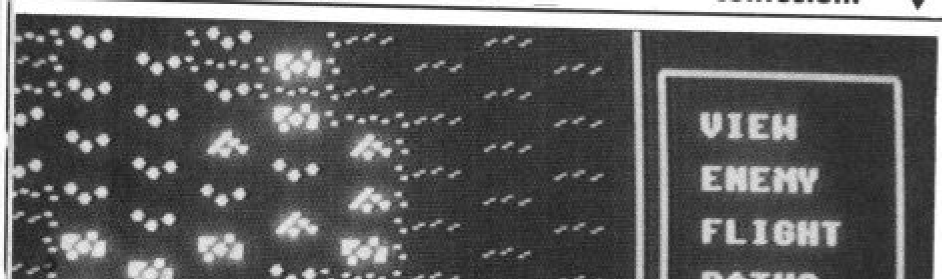
*Europe Ablaze* (The Air War Over England and Germany 1939-1945) is not only the longest titled game I've seen in a long while, it's the only Australian software I've ever seen (unless you count Melbourne House).

The first really impressive thing about it is the packaging, very plush indeed. It looks like a small album cover, more the size of your copy of CU really.

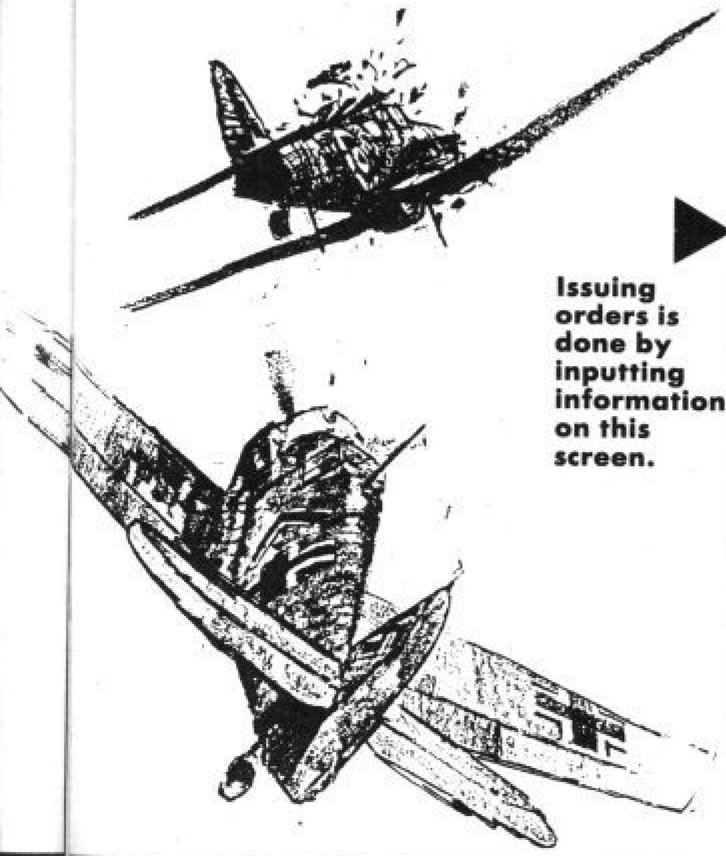
This is no trival game. Inside the album cover you will find the game disc, maps, a sheet showing the menu structure, a player's manual, a designers manual, and a load of blurb about the history of the Second World War in the air. Now that's what I call a fair old bundle of gear.

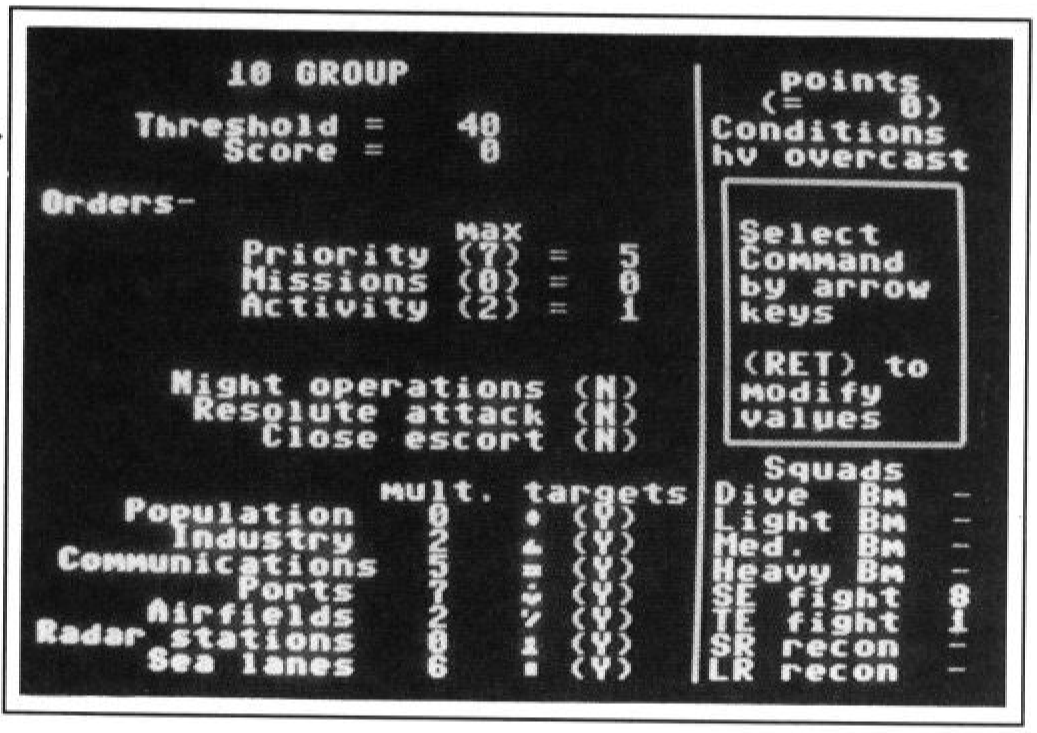
The game itself, if you can call it a game, is not insubstantial either. By now you'll have gathered that it is a

**Flight paths are cleared every 15 minutes to avoid confusion.**



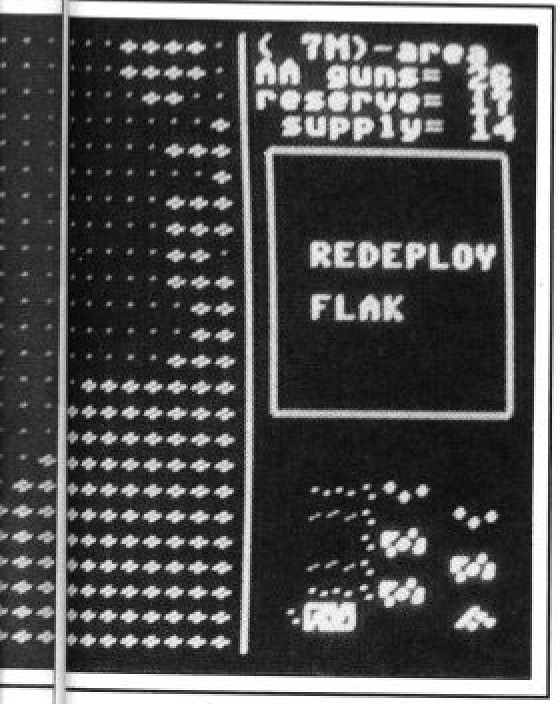


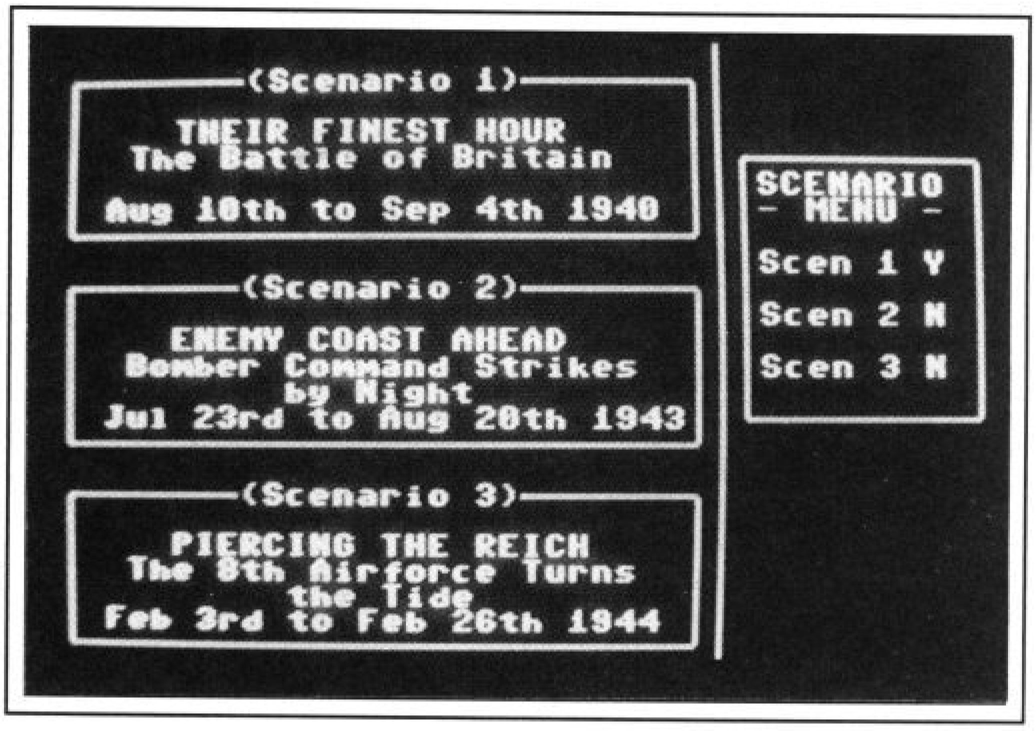






Issuing orders is done by inputting information on this screen.

# ENGLAND AND GERMANY 1939–1945




Europe Ablaze splits into three strategic scenarios.



graphics and sound. As with most war games the bulk of the code is taken up in providing realistic strategic scenarios.

You can take the part of either the Allied or Axis powers, or indeed both. There are two levels of command, Commander in chief and Air Fleet commander. There are three fleet Commanders on each side, giving a total of eight positions which can be occupied either by the human players or computer control.

Your objective, as in any war is to cause maximum damage to the enemy, whilst sustaining minimum casualties. To do that you must give orders, mobilise squadrons, select targets and assign priorities.

Exactly what you have to do depends on which position in the command structure you currently occupy. The C in C for example, makes strategic decisions at 00.00 and 12.00 in every 24 hour period, then sits back and watches the outcome. In the meantime it's up to the Fleet Commanders to interpret and carry out those orders.

It really is impossible to go into any amount of detail in describing a game of this scope. The manuals alone run to over 40 pages. What is obvious from even limited experience of playing the game and the documentation is that this is probably one of the most extensive and accurate World War II simulations you are likely to find. The attention to detail is incredible and I can't imagine anyone becoming so familiar with it that they would lose interest.

**Ken McMahon**

| Rating | Score (1–10) |
|---|---|
| Graphics | 5 |
| Sound | 3 |
| Toughness | 7 |
| Endurance | 8 |
| Value | 8 |
| **Overall** | **8** |

# THE MIDLAND'S LARGEST COMPUTER STORE

## SOFTWARE

**VIZA**

| | | |
|---|---|---|
| Vizastar XL8 64 | ~~£99.95~~ | £79.95 |
| Vizastar XL8 128 | ~~£129.95~~ | £99.95 |
| Vizawrite Classic 128 | ~~£99.95~~ | £79.95 |

**ANAGRAM**

| | | |
|---|---|---|
| Purchase Ledger 64 | ~~£75.00~~ | £49.95 |
| Sales Ledger 64 | ~~£75.00~~ | £49.95 |
| Stock Control 64 | ~~£75.00~~ | £49.95 |
| Cashbook 64 | ~~£75.00~~ | £49.95 |

**MICRO SIMPLEX**

| | | |
|---|---|---|
| Accounts 64 | ~~£175.00~~ | £99.95 |

**PRECISION**

| | | |
|---|---|---|
| Superscript 64 | ~~£69.95~~ | £49.95 |
| Superbase 64/+4 | ~~£99.95~~ | £39.95 |
| Superscript 64 & Superbase 64 | ~~£169.90~~ | £79.95 |
| Superscript 128 | ~~£89.95~~ | £74.95 |
| Superbase 128 | ~~£99.95~~ | £59.95 |
| Superscript 128 & Superbase 128 | ~~£189.90~~ | £119.95 |

**COMMODORE**

| | | |
|---|---|---|
| Future Finance (Planning Package), Disc | ~~£75.00~~ | £17.95 |
| Easyscript (Word Processor), Disc | ~~£75.00~~ | £24.95 |
| Easyspell, Spellchecker, Disc | ~~£50.00~~ | £19.95 |
| Simons Basic Extension, Disc | ~~£19.95~~ | £12.95 |
| Commodore 64 Programmers' Reference Guide | ~~£9.95~~ | £7.50 |

**LOGO + PILOT**

| | | |
|---|---|---|
| 2 Educational Languages, Disc | ~~£64.99~~ | £14.95 |
| Easyfile Database, Disc | ~~£50.00~~ | £17.95 |

**AUDIOGENIC**

| | | |
|---|---|---|
| Swift Spreadsheet 128, Disc | — | £24.95 |
| Wordcraft 40 (Word Processor), Cartridge | ~~£99.95~~ | £17.95 |
| Magpie (Database), Cartridge & Disc | ~~£89.95~~ | £17.95 |

**MICRO CLERK 128**

| | | |
|---|---|---|
| Accounts Package with Spreadsheet, Database and Word Processor | | £99.95 |
| Purchase Ledger* | | £99.95 |
| Sales Ledger* | | £99.95 |
| *OFFER PRICE — IF PURCHASED WITH ACCOUNTS PACKAGE | | £69.95 |

**HANDIC**

| | | |
|---|---|---|
| Diary, Cartridge | ~~£29.95~~ | £9.95 |

**PRACTICORP**

| | | |
|---|---|---|
| Inventory (Stock Control Package), Disc | ~~£29.95~~ | £14.95 |
| Macro Assembler Development System | | £24.95 |

**6 DISC ADVENTURE GAMES PACK, 64/128**
Deadline, Suspended, Starcross, Zork I, Zork II, Zork III ........ £19.95

**4 CARTRIDGE GAMES PACK, 64/128**
Avenger, Star Raider, Star Post, Radar Rat Race ........ £14.95

## SWIFTCALC 128

Powerful CBM128 Spreadsheet with 62,500 Cell Locations, Graphic Printouts including Pie Chart, Bar Chart, Scatter Diagram, Line Chart and 3-Dimensional Bar Charts, Sideways Print Option allows for Extra Long Reports. Contains samples of Budgeting, Planning and Financial Analysis ........ **£57.50**

**COMMODORE MPS 803 DOT MATRIX PRINTER**

| | |
|---|---|
| With Tractor Feed | £164.95 |
| Without Tractor Feed | £139.95 |

**PRINTER RIBBON OFFER**

| | |
|---|---|
| MPS 801, 802 Ribbons | £5.95 |
| MPS 803 & MPS 1000 | £4.95 |
| DPS 1101 M.S. Ribbons | £3.50 |

BUY FOUR AND GET ONE FREE!

## PERIPHERALS

**LOCKABLE DISC STORAGE BOXES**
Price includes pack of 10 Commodore compatible discs

| | |
|---|---|
| 50 Capacity | £19.95 |
| 100 Capacity | £21.95 |

| | |
|---|---|
| **MUSIC MAKER 64** Music Keyboard and Software | £9.95 |
| **COMMODORE C2N DATA RECORDER** | £29.95 |
| **THE EXPERT CARTRIDGE** Tape to Disc System | £31.95 |
| **FREEZE FRAME 3** | £39.95 |
| **COMMODORE MPS 803 TRACTOR FEED UNIT** | £24.95 |
| **COMMODORE 64/128 MODEM** | £79.95 |
| **FCC CENTRONICS INTERFACE** With Commodore Graphics and 8K Buffer | £64.95 |
| **COMDRUM DIGITAL DRUM SYNTHESISER** | £29.95 |
| **QUICKDISC + 1541 FAST LOAD/UTILITY CARTRIDGE** | £19.95 |
| **10 COMMODORE COMPATIBLE DISCS WITH FREE PLASTIC DISC HOLDER** | £9.95 |

## TROJAN CAD MASTER LIGHT PEN OFFER

*NEW VERSION —*
*NOW INCLUDES SCREEN DUMP TO PRINTER ROUTINE*

The Trojan Cad Master package combines a top-quality light pen with superbly designed graphics software.

The extensive command menu includes freehand draw, paint, fill, geometric shapes, etc., combining to create an easy-to-use but suprisingly comprehensive Graphics Package — undoubtedly representing the best value package of its kind.

**COMMODORE 64 VERSION** ........ ~~£19.95~~ £16.95

**STOP PRESS — CAD MASTER NOW AVAILABLE FOR THE COMMODORE C16/+4** ........ £19.95

**COMMODORE C16/+4 CARTRIDGE GAMES PACK**
Jack Attack, Atomic Mission, Viduzzles, Strange Odyssey, Pirate Adventure ........ £19.95

**COMMODORE +4 COMPANY PACK**
Total Accountancy Package including: SALES LEDGER/ PURCHASE LEDGER/INVOICING/STOCK CONTROL/ NOMINAL LEDGER.
With Trial Balance, Profit & Loss and Balance Sheet Reports.
Disc ........ £24.95

**CITIZEN 120D CBM PRINTER**
High Quality Dot Matrix Printer
★ Near Letter Quality Mode ★ 120 cps Draft Print Mode
★ Friction and Tractor Feed ★ Needs no Interface
★ Full Two-Year Warranty ★ 100% Commodore compatible ........ £219.95

**AMIGA** with software package ........ £1,599.95

**STAR NL 10C NLQ PRINTER**

| | |
|---|---|
| Fully Commodore compatible | £253.00 |
| Commodore 1571 Double-sided Drive | £259.95 |
| Commodore 1901 Colour Monitor | £339.95 |
| 64/128 Green Screen Monitor with 40/80 Column Leads | £79.95 |
| Commodore 1541C Disc Drive | £189.95 |
| Commodore 128D | £559.95 |
| Commodore 128 Compendium | £269.95 |
| Commodore MPS 1000 CBM/Centronics Printer | £274.95 |
| Citizen 560P 2-colour Dot Matrix Printer Fully Commodore compatible | £49.95 |

**PERSONAL CALLERS AND EXPORT ENQUIRIES WELCOME**
ALL OFFERS STRICTLY SUBJECT TO AVAILABILITY
**ALL PRICES INCLUDE V.A.T.**

To order, either send cheque/P.O. with coupon or ring **(0533) 517479/21874** with Access/Barclaycard number. Please allow 7 working days for delivery from receipt of order or cheque clearance.
Please add £1.00 towards carriage and packing on any software order.
Hardware orders add £1.00 under £65.00 value, and £5.00 over £65.00 value.
Printer orders add £5.00 towards carriage.

Send to: Dept. No. CU11, Dimension Computers Ltd., 27/29 High Street, Leicester LE1 4FP.

VISA

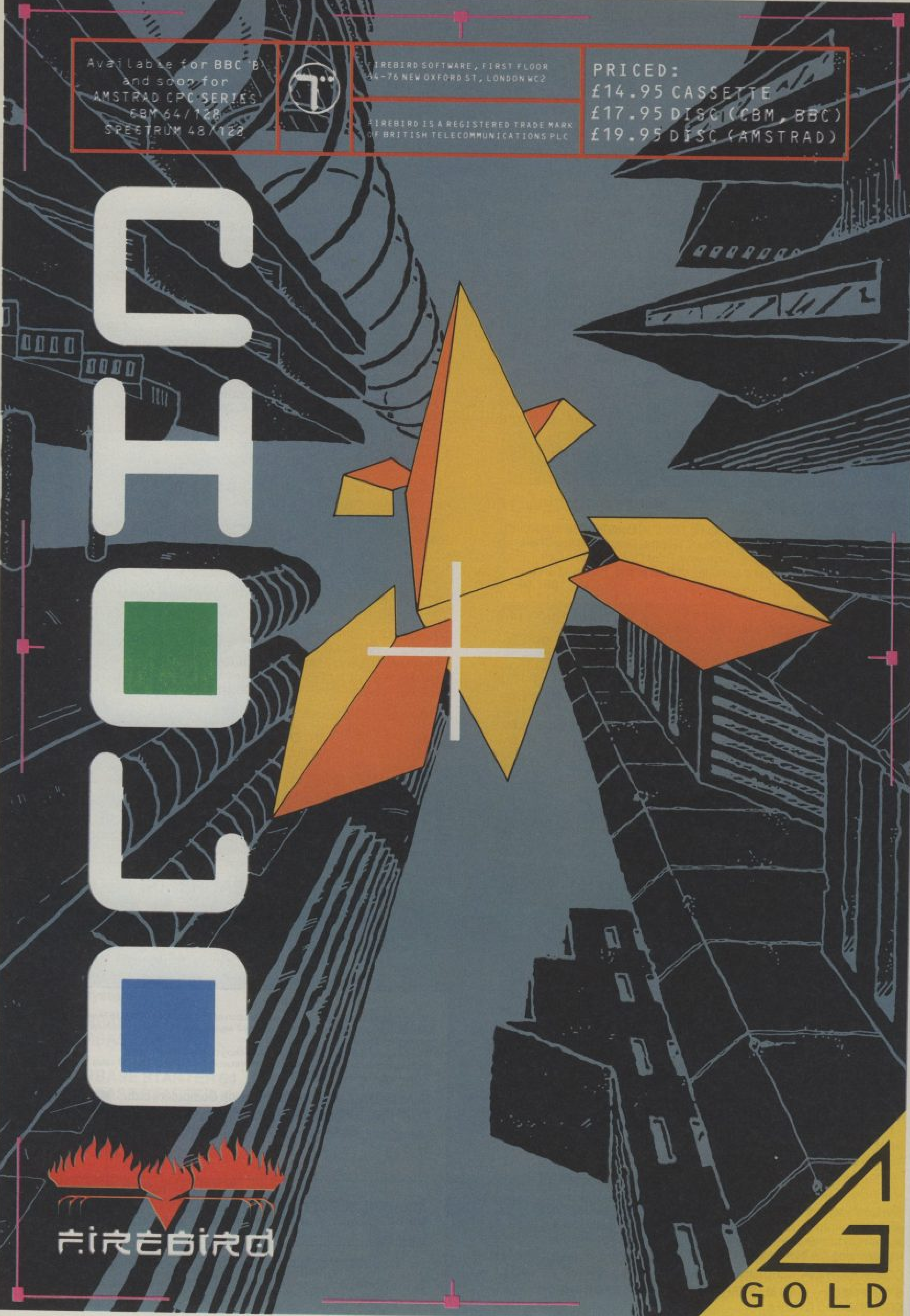
| Item | Quantity | Price |
|---|---|---|
| ........ | | ........ |
| ........ | | ........ |
| ........ | Total | ........ |

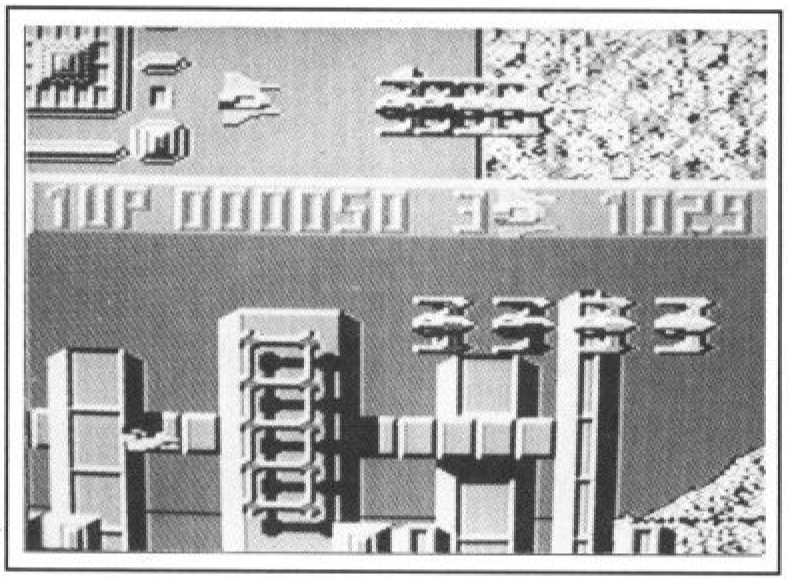
Name........

Address........

........

Telephone:........


Available for BBC 'B'
and soon for
AMSTRAD CPC SERIES
CBM 64/128
SPECTRUM 48/128
FIREBIRD SOFTWARE, FIRST FLOOR
64-76 NEW OXFORD ST, LONDON WC2
FIREBIRD IS A REGISTERED TRADE MARK
OF BRITISH TELECOMMUNICATIONS PLC
PRICED:
£14.95 CASSETTE
£17.95 DISC (CBM, BBC)
£19.95 DISC (AMSTRAD)
CHOLO
FIREBIRD
GOLD



Early flight of nasties which weave up and down the screen at you.

been dressed up to look different, by taking it out of space and changing the angle of view.

Otherwise it's all there, fast scrolling shooting, bas relief graphics, sections followed by bonus screens, sound effects, the lot. Add to that a bit of the *Salamander* coin-op and mix it all up and you have Thalamus' first effort.

It may not be original but I can't fault it's execution. Nice smooth scroll, good use of colour and plenty of frustrating action and classy sound.

On the minus side there's a colour clash when you're flying through parts of the city which can result in a careless and infuriating mistake.

# SANXION

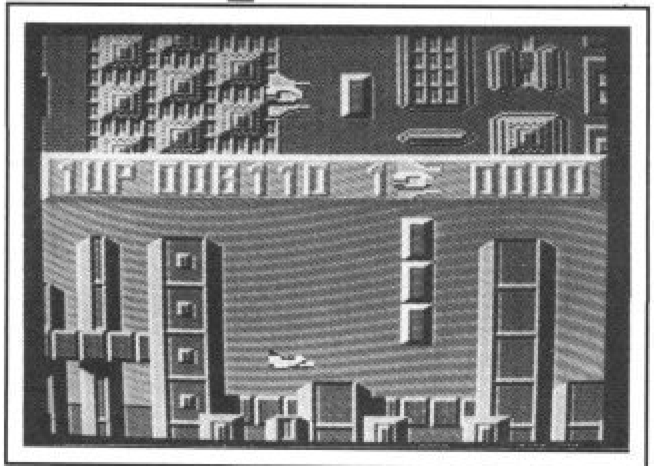
**64/128**
**THALAMUS**
**Price: £9.95/cass**
**£14.95/disk**

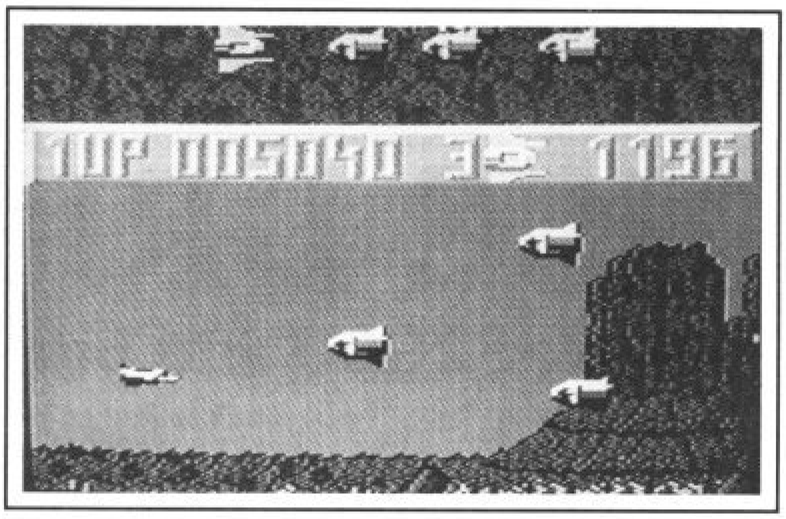
A new software house is something of a rarity these days. In these times of ruthless ambition and dog eat dog, it's no wonder. With everyone waiting for the first game it's important not to make a pig's ear of it, or future games will be judged before they're even released.

So what have Newsfield's software house got to offer the gamer? A shoot 'em up, pure and simple (well hard actually). Forget the waffley scenario about Super Powers and aliens about to destroy the world which is dreadful and load the cassette up and attempt to get from one end to the other.

The game is divided into sectors which you must patrol, eradicating enemy ships and hanging onto your precious lives. You begin in a city with the ship under Defender/Scramble style conditions. There's a vertical view looking down on your fighter situated at the top quarter of the screen, and a side view of your ship taking up the rest of the space. From then on it's high power blasting and manoeuvring through the various back-drops (trees, Arizona-style deserts, cities and water) until you complete the level.

To finish the level you must negotiate the three barriers that loom up before you. Watch out you have no control over speed here.





A further wave of aliens over the desert style scenery.

Subsequently there are two bonuses. The first is automatic if you manage to complete the level within the allotted time, the second a rainbow backdrop in which you shoot, collide or pick-up objects which flash at you from the four corners of the screen. After that you progress onto the next level and so on.

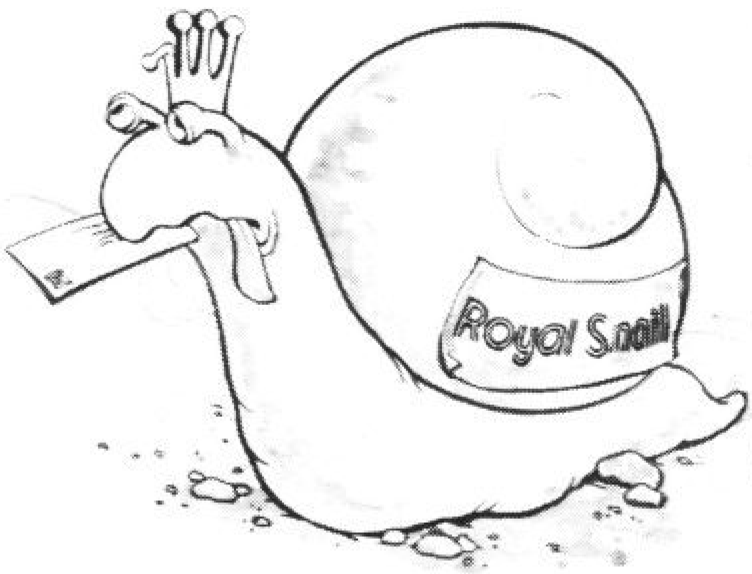
If all this sound vaguely familiar and yet you can't quite put your finger on it, let me tell you what you're reminded of. *Uridium. Sanxion* is, putting it bluntly, a clone. It's

There's a Rob Hubbard version of Prokofiev's 'Romeo and Juliet' (Act IV if I'm not mistaken classical büffs) which I'm not too happy about. Who wants a great bit of music like that ruined on the 64's sound chip? No reflection on Rob, it just isn't possible.

For a first effort Sanxion isn't bad. It won't got gold or get Thalamus any platinum cassettes (or whatever the industry awards itself) but it is something to build on. However, it's not that much better than *Warhawk* that you'd prefer to spend eight more quid on it.

**Mike Pattenden**

| | Rating (1–10) |
|---|---|
| Graphics | 8 |
| Sound | 8 |
| Toughness | 8 |
| Endurance | 7 |
| Value | 7 |
| **Overall** | **7** |




The Enterprise range of BABT approved modems offers you V21(300 BAUD), V23(1200/75) and for Enterprise 2, **V22** (that's right **1200 BAUD FULL DUPLEX**).

We can offer them complete with an extensive range of top class software to support the auto dial/auto answer functions, viewdata etc. all at incredibly low prices.
In the words of Micronet 800 **"As far as value for money is concerned, Enterprise 1 and 2 from Kirk Automation are it".**

**PRICES**
**Enterprise 1 – £99.95** + VAT (£114.95)
**Enterprise 2 – £249.95** + VAT (£287.45)

**KIRK'S ENTERPRISE The Space Age Alternative**

# There is an alternative...

Electronic Mail

For Telex, on-line games, Prestel, Telecom Gold, Easylink, home banking, cheap holidays etc.

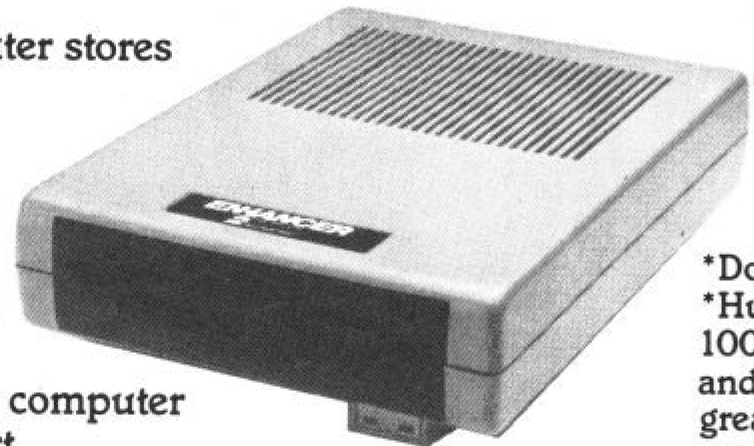
Comms Pack (includes Enterprise 1, Y2 Mustang Software, Interface, Lead, Instructions etc.)
for CBM 64/128 at **£139.95** + VAT (total £160.95)

All cheques etc. payable to **Kirk Automation Limited**
Bridge Works, St. Whites Road, Cinderford, Glos. GL14 3HB
Telephone: 0594 22084 **Access, Visa and Amex**

**kirk**

# DISC DRIVE £125 ex VAT

## Enhancer 2000 and bundled word processor




*On sale in computer stores across the USA
*CBM64, Plus 4 compatible
*Super high speed–it's fast
*1 year warranty–it's reliable
*Does not use any computer memory–it's smart
*FREE SOFTWARE worth £50
*5¼" DD
*£143.75 plus £5 p&p. Total £148.75

## BLANK DISCS £8.69 ex VAT

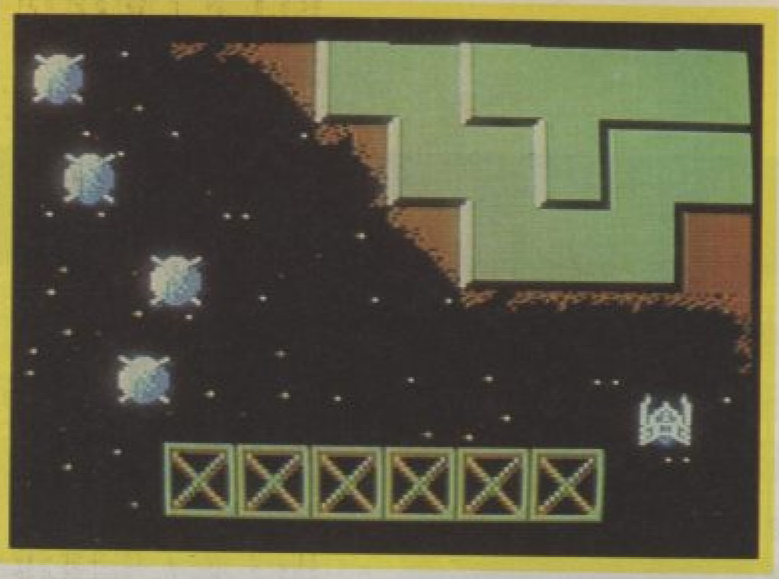
**10 discs per box**

*Double sided, double density
*Hub reinforced, 100% certification, 2 notches and index holes. Ring now for great service and double storage.
*£9.99 plus £1 p&p/box

**JOYSTICK OFFER– QUICK SHOT II**
only £7.99 ex VAT
P+P 50p. Total £9.68

## FIRSTLINE SOFTWARE– Your firstline of supplies

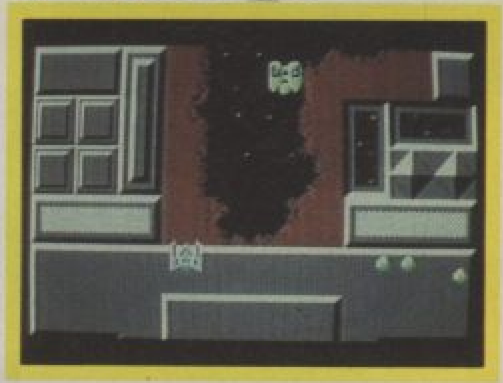
Write for full details or phone Access 0480 213969
Cheques payable to R.E. Ltd.,
206 Great North Road, Eaton Socon, St. Neots, Cambs. PE19 3EF.



Don't shoot the asteroids, just avoid them like the plague.

CHEAPO OF THE MONTH

Plenty of land based targets to blast.



# WARHAWK

**64/128**
**FIREBIRD**
**Price: £1.99/cass**

Firebird seems to have had a bad dose of budget diarrhoea recently. They seem to have a release for every software classification available. Their latest, *Warhawk*, is a worthy attempt to cash in on the recent shoot-em-up revival.

The actual plot couldn't be simpler. Fly Warhawk into the Asteroid belt, destroying the enemy bases, wiping out the marauding hordes of enemy Starfighters. In plain language *Warhawk* is a very enjoyable vertically scrolling shoot-em-up.

When you press fire your Warhawk craft is blasted from the mothership, onto the metallic surface of the Asteroid. (Heavy shades of Uridium here) soon all kinds of aliens hurl themselves at you with much ferocity. Some deft twirling of the joystick and a few uncontrolled bursts of fire soon takes care of those.

At the end of each level the scrolling stops and a million enemy craft home in on you. Those without an Auto-fire will find themselves experiencing massive bouts of cramp (reminiscent of that experienced whilst playing *Pitstop II*) others into sado-masochism will adore it. When all the aliens have been wiped out you can move onto the next asteroid and so-on.

The graphical representation throughout the game is very good and whilst the scrolling is pretty slow it is extremely smooth and clear. The aliens are very fast and even boast a fair degree of intelligence. Something which most of *Uridium's* nasties did not. Flying blobs which home in on you pose a particular problem.

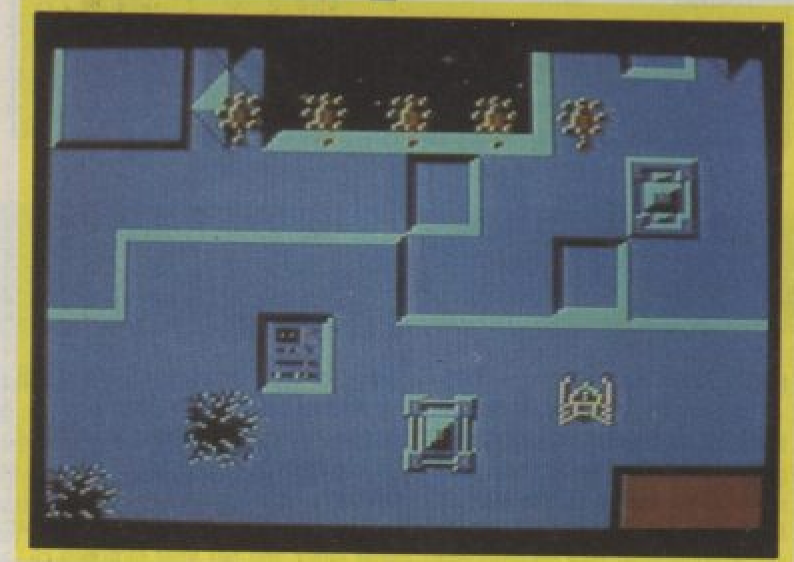
The music by Rob Hubbard is very good but it just doesn't suit the game. It's a pretty slow 'whiney' affair and just hurts the ears as you play the game. A simple electro-drum beat would have been more suited.

At two quid *Warhawk* is very well presented. It has a good loading screen and instead of lines, a new energy system has been used. This means that you don't constantly stop and start. Very effective indeed.

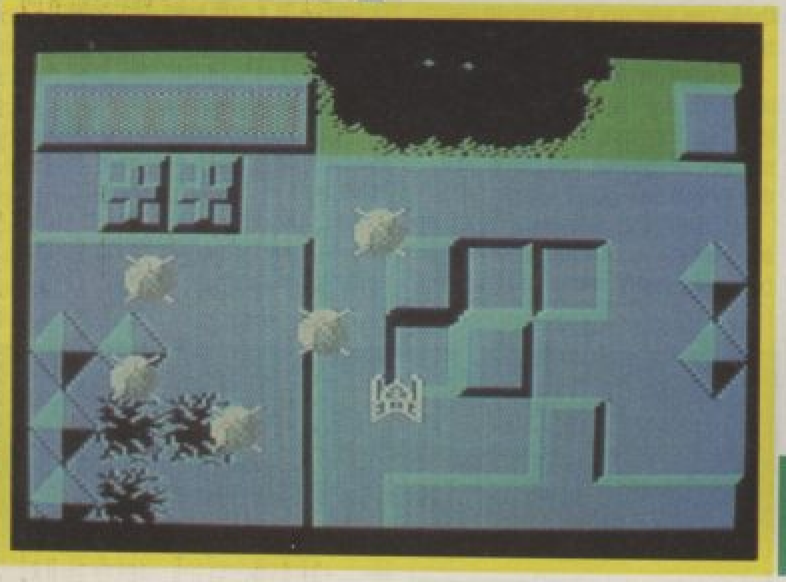
A good shoot-em-up is always in demand and at the price I don't see why it shouldn't go straight into the top five.

**Colm Clarke**

The five nasties at the top break formation and buzz you.



On higher levels the asteroids move from side to side.





Warhawk is like playing Uridium with the telly on its side.

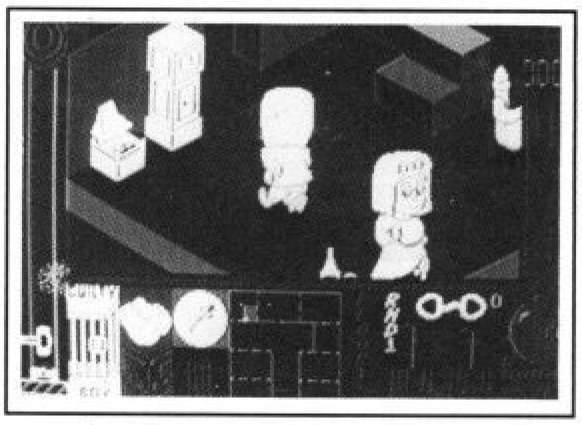
CHEAPO OF THE MONTH

| | |
|---|---|
| Graphics | 8 |
| Sound | 8 |
| Toughness | 7 |
| Endurance | 7 |
| Value | 9 |
| Overall | 8 |

# SNODGITS

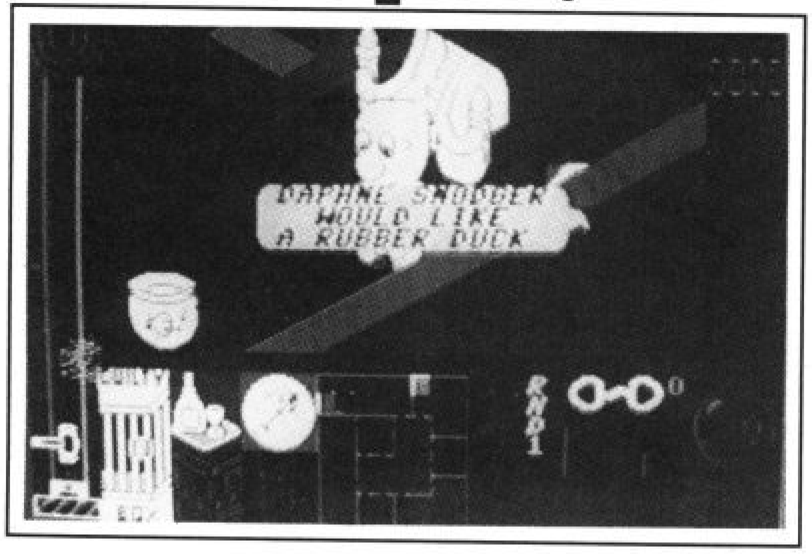
**64/128**
**SPARKLERS**
**Price: £1.99/cass**

*Snodgits* is a who-stole-it, with you, the butler, expected to see through everything. It's up to you to cope with your upper-class-twit bosses and put some nearly-famous detectives back on the right rails. The game can be played in any of five stately homes each of which, on the higher levels of play, has in excess of 200 rooms.



**She's smiling now — I suppose she's got her duck.**

**Daphne wants a rubber duck and who can blame her. Its got to be more entertaining than this game.**




Snodgits, apart from wrongly getting the blame for nicking stuff, direct all the action. They have to as this is the game's gimmick. They tell you, via speech bubbles, who's crying out for what. What you then do is scurry from room to room marrying up the goods with the right snooty person. Bumping into walls or furniture loses you energy (there's excitement for you).

It seems that everyone in the house is lightfingered at some time so you can swap articles whenever you accost them: not always easy as

| | Rating (1–10) |
|---|---|
| Graphics | 8 |
| Sound | N/A |
| Toughness | 3 |
| Endurance | 2 |
| Value | 5 |
| **Overall** | **4** |

# HOPELESS

**64/128**
**RADARSOFT SOFTWARE**
**Price: £1.99/cass**

Eureka!, that's it. Move over Mogadon, now we have it, the most reliable cure for insomniacs yet. It doesn't come in the form of a pill or capsule either, it's a cassette — a cassette, called *Hopeless* and it will send you to sleep in five minutes.

Brilliant though it may be as a sleeping drug, as a game it is aptly titled.

The completely unoriginal plot is that you, Al Bluntz, have had your girlfriend whisked away from you by some nutter known as the Mad Monk. This Mad Monk is a notorious space criminal. If he's so notorious why then is he picking on your girlfriend? Nobody knows. (Just as nobody knows why RadarSoft bothered sending me this game). Who cares who he is anyway, all you know is if you're half the man you think you are you're going to want to get her back. Right?

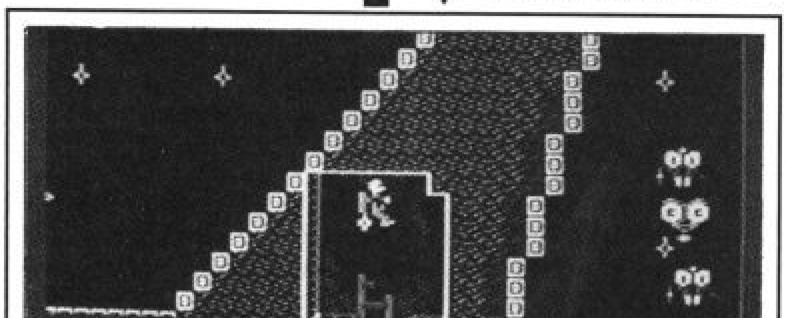
Wrong! When reading the instructions I thought doesn't this look like fun, but then I made the mistake of playing the game. You don't have to.

The monk has taken your girlfriend and hidden her in the centre of a two thousand screen complex (cue-cries of Woo! Impressive!) When will software houses learn that when it comes to maze or arcade adventures, a big game isn't always a good game?

So off you fly attempting to defeat the monk and get your girlfriend back. You start the game in what looks like the screen of *Jet Set Willy XXXXIII*. As soon as I saw the ladders I immediately thought, 'not another platform game', but I was wrong. It is not even a platform game — it's not even that good! Hopeless is more what I would call *Useless* boring, unoriginal, poor excuse for an arcade adventure.

What the instructions say and what seems to be the basic idea of this load of '*!*$@', are worlds apart. The instructions say that you fly on your Jetpack through outer space in search of the monk, whilst

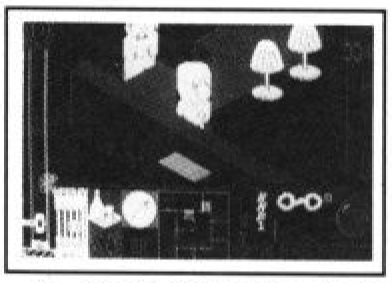
**The little man is hopelessly trapped in this hopelessly hopeless game.**



| | Rating (1–10) |
|---|---|
| Graphics | 3 |
| Sound | 3 |
| Toughness | 7 |
| Endurance | 1 |
| Value | 3 |
| **Overall** | **2** |

they do amble around.

Objects and people are located by reference to a radar display, as are the staircases which are absolutely essential for all the important manoeuvre of . . . well, going upstairs. Eventually, on the very edge of your seat, you get to view a table



**Have you ever seen characters this large before?**

of objects and suspects and actually accuse someone. It gets better: if you are right you must collar a detective posthast. Phew!

The rooms are displayed in 3D, with the facility to change your viewing angle and, yes, the characters are large and readily recognisable as Padlock Holmes (ha, ha,) etc. but the animation is jerkey . . . dare I say old fashioned.

I suppose somebody somewhere will enjoy this program apart from the authors. But who?

**Laurie Simpson**

avoiding nasties. But the game I was playing was nothing like it. My version seemed to be totally different. It involved flying around loads and loads of screens full of tiny little sprites and ugly backdrops, watching my limitless energy supply stay at top whack. The sound was almost as interesting as my buspass collection, and my biggest problem was staying awake!

The only even averagely interesting concept (this saved the game from getting the big zero!) was the computer terminals scattered around the maze, each one giving you a helping hand in their own little way. This part is a bit Impossible Missiony – but then Impossible Mission was a good game, and this isn't.

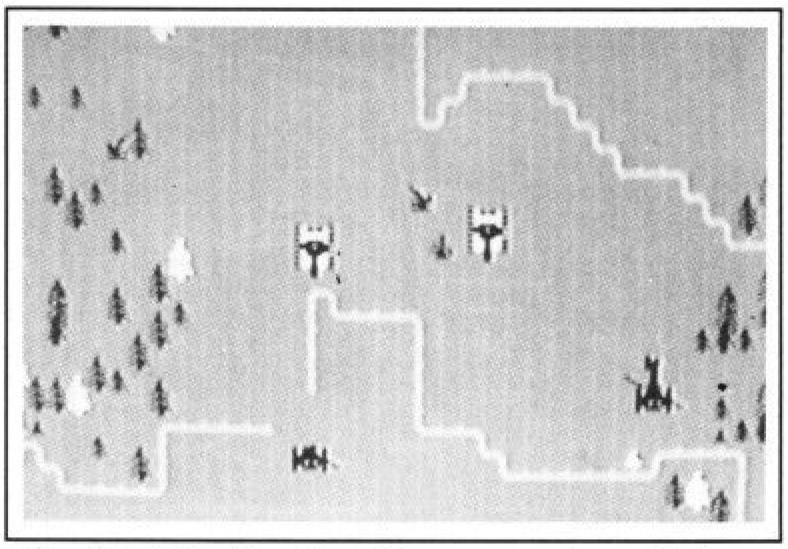
Just one other thing that gave me a shiver down my spine, made my knees go weak, and made my blood boil. That was the inclusion of the dreaded karate kick! Why-oh-why must they insist on making what was originally a good idea of a karate game in computers go stale? Karate is set to end up the same sour way as did the platform game, this game, though, is even worse.

**Ferdy Hamilton**

# BLACK HAWK

## 64/128 CREATIVE SPARKS

**Price: £1.99/cass £8.99/disk**



**Black Hawk — "pretty average air combat game that is like a lot of others and is not bad value for two pounds".**

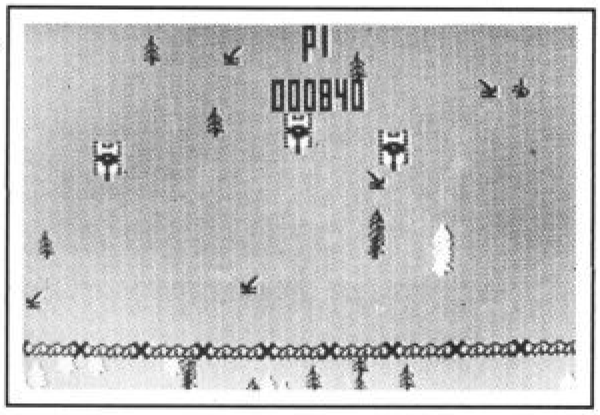
Somthing has gone seriously wrong here. I don't think that whoever wrote the marvellous piece of fiction on the cassette inlay could have played this game. Either that or the boxes have got mixed up. If that is the case can I please have the game that should be in this box Creative Sparks? It looks a lot more interesting that what I've got here.

*Black Hawk* is the deadliest game, sorry plane, that was every invented. Your job as a rookie pilot is to seek out and destroy enemy airfields and missile launching sites to the tune of Ride of the Valkyries. The ultimate aim is to destroy the enemy airfield on mission eight.

The inlay contains a lot of guff about sophisticated weaponry and electronic defence systems. What it really boils down to is that there are two different screens. The defence screen comes up when you are under attack – usually from missiles and helicopter gunships.

They attack from the top of the screen, you move Black Hawk left and right at the bottom and shoot back. All of this action takes place over an aeriel view of the terrain which scrolls from top to bottom. Sound familiar?

The second screen is the attack screen. Here you must use your guided missile system to attack ground based targets like tanks and anti-aircraft batteries which don't fire on you anyhow. According to the instructions, you should press the fire button, at which point your sight appears. You should then manoeuvre the sight over the enemy target and release the trigger. You have about two seconds to make last minute fine adjustments before the missile hits.




**Elementary graphics make it difficult to tell the tanks from the trees.**

In reality, this only happens with the AA guns. Other targets explode the second they are touched, which makes life a little easier I suppose.

The object of all this carnage is to obtain as high an SLF as possible. SLF, or strategic Loss Factor, is what we used to call a score. But, blasting everything that moves to oblivion will not, in itself lead to a high score, sorry SLF. There is the OTPF to be considered.

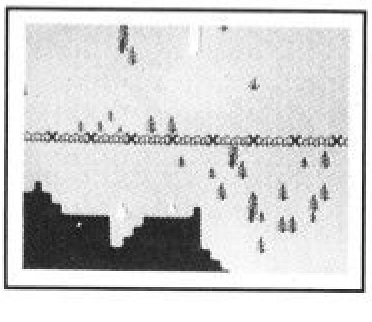
The OTPF is your On Target Percentage Figure. In other words, it's a measure of how accurate your shooting is. At the end of each mission a high OTPF guarantees you extra weaponry in the ensuing missions as well as bonus points, I mean a higher SLF.

The problem with *Black Hawk* is not that it's a bad game. It's far from appalling, and for two quid it's by no means a rip-off. But all the hype on the inlay makes it out to be something it's not. Creative Sparks would probably argue that it adds to the realism of the game. That's fair enough, but it helps if you've got something worth hyping.

The truth is that *Black Hawk* is a pretty average air combat game that's like a lot of others and is not bad value for two pounds. Why Creative Sparks will come unstuck is that you can't afford to get away with average stuff any more no matter what the price. TTFN!

**Ken McMahon**

**The spilt ink in the bottom left hand corner is supposed to be a lake.**



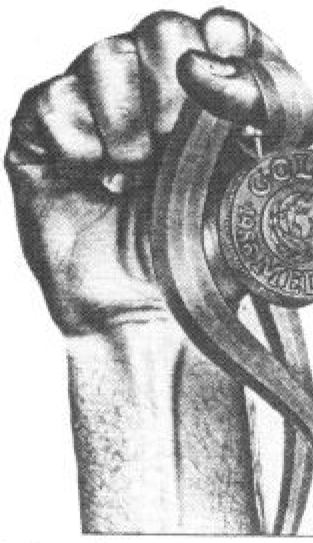
| | Rating (1–10) |
|---|---|
| Graphics | 2 |
| Sound | 4 |
| Toughness | 6 |
| Endurance | 3 |
| Value | 2 |

**4 Overall**


A MISSION YOU CAN NEVER COMPLETE?
GALIVAN
GOLDEN
COIN-OP
Hot Shot
1UP 002300 HI 050000
1UP 003700 HI 050000
POWER
POWER
Imagine
...the name of the game
SPECTRUM
£7.95
SPECTRUM
AMSTRAD
£8.95
COMMODORE 64
Imagine Software (1984) Limited
6 Central Street · Manchester M2 5NS
Tel: 061 834 3939 · Telex: 669977

# GO FOR GOLD

**64/128**
**AMERICANA**
**Price: £8.99/cass**



"And the tears of emotion fall from the audience's eyes as they watch Ferdy 'The Wizard' Hamilton collect his fifth gold medal of this year's Olymp" . . . "Get on with the review", shouts the Ed as his superstar reviewer-cum-athlete's ego drops down to its normal level, and he wakes up with a violent jerk.

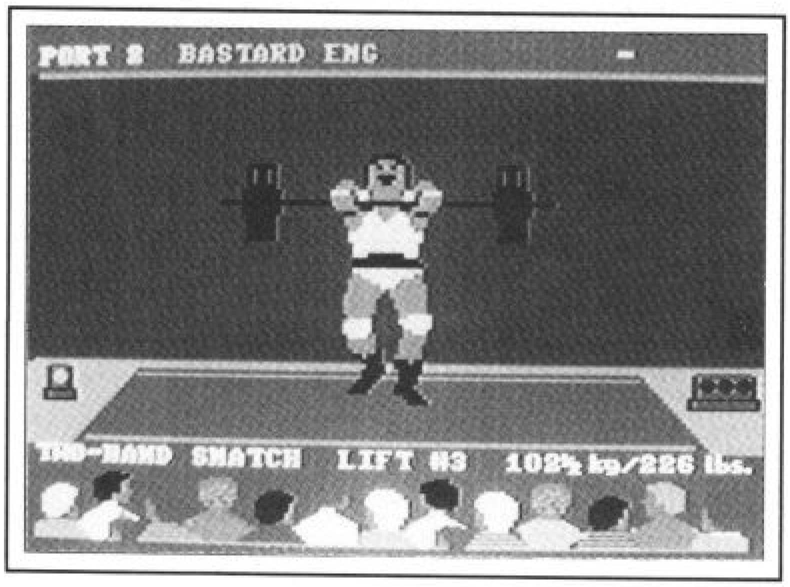
What's doing this to me you may ask? Well, me and my wallet are just plain chuffed about Americana's latest *Go for Gold.*

Look at it and you think, "B-o-r-i-n-g — not another joystick basher". Play it or just read the instructions and you'll see what's so special. There's just so much you can do — there are so many options.

On loading you are presented with a scoreboard asking you to enter your name and country. If you actually have any friends *(Pretty unlikely for a CU reviewer. — Ed)* another five of you can play.

You can always change the name of the competition to whatever you prefer. We had lots of laughs in the CU office competing in the first ever Screen Scene Games. Of course the Ed won, mainly through a technique which he called gamesmanship — which consisted of reminding us how insecure our jobs were. *(Just 'cos you lost — Ed)*

Next of the endless options is "Change Kit". Being patriotic I chose a red vest, white shorts, and blue socks. Now for the events. Off to a flying start with the:



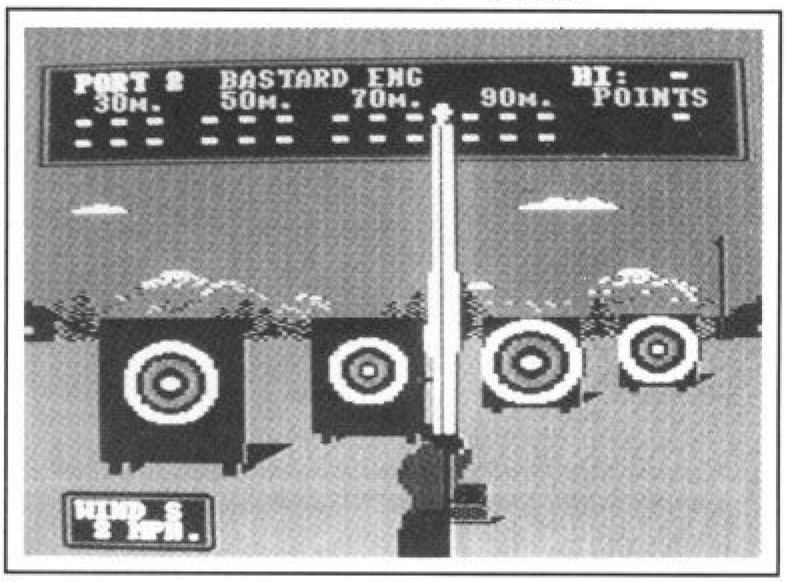

**Third lift and he's smiling confidently.**

### 100 Metres

No innovative game play here, just plain old-fashioned joystick bashing — you know left-right, left-right.

Graphics are a little drab — the runners looked very blocky with poor use of colour. The game includes some nice speech enhancements. But the real fun starts when you finish the event. If you notch up a good time (or even if you don't) you can see an action replay of your performance.

If you are in a record-breaking mood you can even race against your best time with the computer controlled player in the next lane doing your exact record breaking movements. These last two options are possible in most events — though not in all.




**Archery — darts without the beer bellies.**

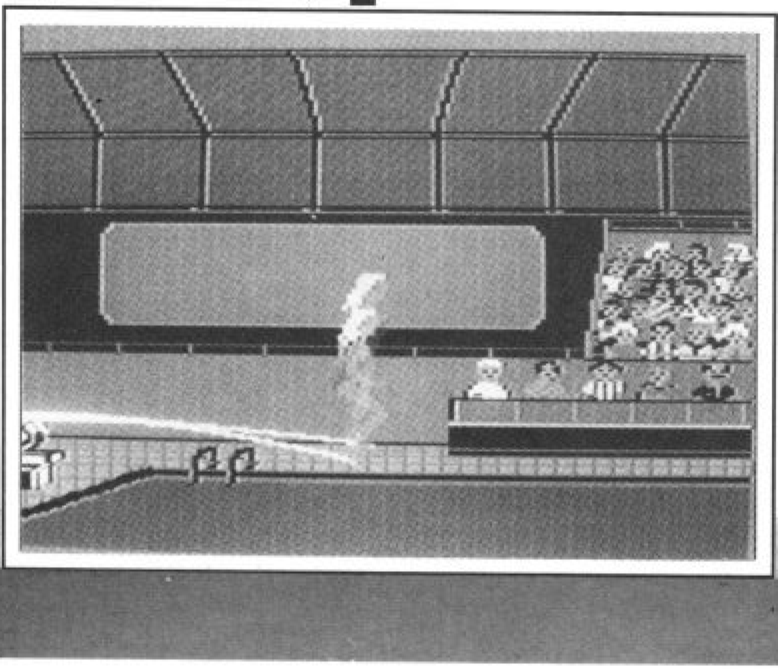
### 110 Metre Hurdles

After saving my 110 Metre Hurdles record it was down to the Ed Moses in me to do the rest. And I did, crossing the line in a spectacular 10.9 seconds. Now I just had to see a replay of that, wouldn't you?

The control method is the same as in the 100 metre except when taking the hurdles. But take care — hit one and you are in for a nasty trip.

### Springboard Diving

I can't say this is my favourite event. It's a bit too tricky, and again the graphics could have been improved. Still, I can't gripe just because none of the judges liked me. Well, not all of them, just the Russian. The instructions tell you to impress him by "wearing red trunks".



**Going for the belly-flop, judges may not be impressed.**

### Long Jump

Another event guaranteed to wear out your joystick. Shake it from left to right like crazy, push up to jump, and then to the right so that you don't land on your bum! Not a bad event really, but it can all get a bit too easy if you are as good as me.

### Archery

An uncanny aim, fierce concentration, a steady grip, and relentless consistency are some of the qualities you are told you'll need for this event. Knowing I had all these in abundance, in I went. Eat your heart out William Tell.

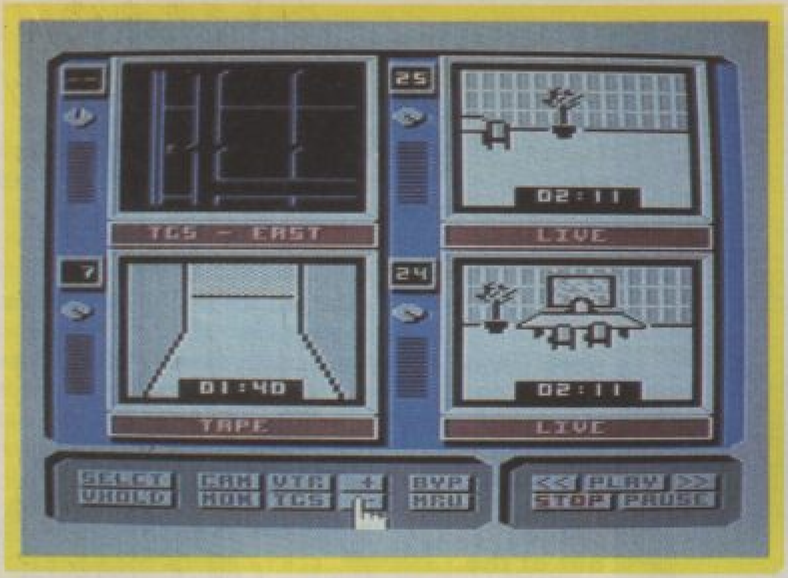
### Weight Lifting

There are two weightlifting events: the Clean and Jerk, and the Two Hand Snatch. Both are pretty similar though Clean and Jerk is the most difficult. In my view — this is the worst event on the tape and after a few goes I was bored to tears. And I didn't even get a hernia.

*Go for Gold* is an essential purchase at £2.99 for any sports sim fan. It's not quite in the Epyx league — lacking the gameplay and quality graphics of *Winter Games* and *Summer Games II.* But for £2.99 there is nothing to compare with it at this price. Go out and get it.

**Ferdy Hamilton**

| | |
|---|---|
| Graphics | 7 |
| Sound | 7 |
| Toughness | 7 |
| Endurance | 7 |
| Value | 9 |
| **Overall** | **8** |




**You've got two cameras on live and one running a video tape. TGS shows your MRU.**

# HACKER II THE DOOMSDAY PAPERS

## 64/128 ACTIVISION

**Price: £9.95/cass £14.95/disk**

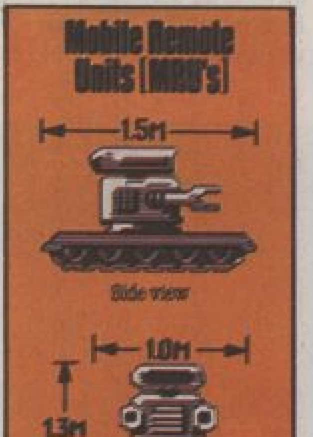
If you bought Hacker I, you've probably already made up your mind to go out and buy the sequel just as soon as your pocket is up to the strain. Don't expect anything radically different.

As the world's greatest living computer expert, that upholder of life and liberty in the true American style, the CIA has come to you for assistance. Dirty Russian warmongerer Alexander Cherkazov plans to jeapordize (sic) the Free World by methods documented in the Doomsday papers. Your job is to half inch the paperwork and turn it over to Uncle Sam so that global thermonuclear war can be averted and we can all rest safe in our beds.

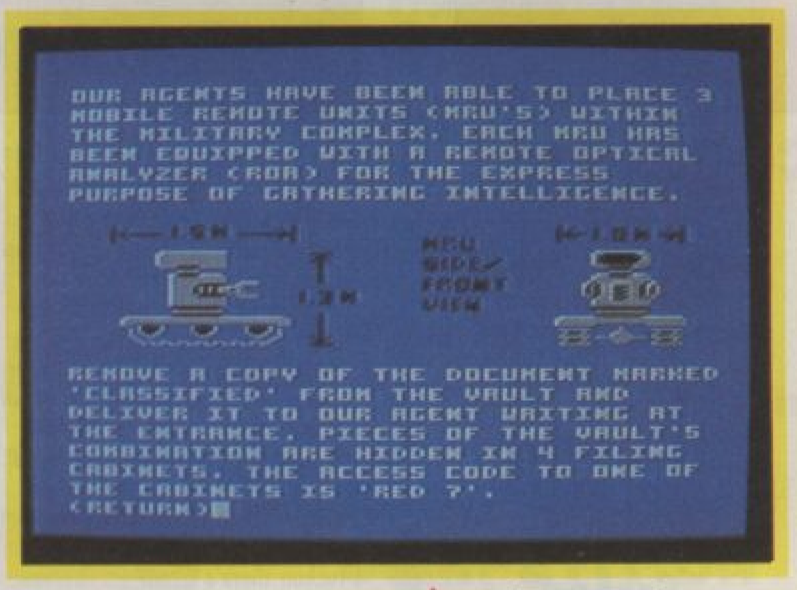
The paperwork is in a vault. The vault is in a well guarded building. The building is in Siberia. The combination of the vault, or rather bits of it, are in filing cabinets in various places throughout the building and the filing cabinets themselves have an electronic locking device which can only be opened by the correct password. Getting the idea?

Your micro is hooked up to the CIA central computer, by a direct modem link, I assume. The Vic 20 down at the CIA in turn communicates, via satellite, with the MFSM, and that controls your MRUs. A bit of terminology to explain here. An MRU is a Mobile Remote Unit, a bit like the SRUs in Hacker. Three of them are hidden in the building and they do the leg work for you.

MFSM is not, as you might think, the sound you make if you try saying 'my feet smell' with a mouth full of rice crispies, but a Multi Function Switching Matrix. The MFSM, as well as being the controller for the MRUs is your eyes and ears inside the building.




**This is your Mobile Remote Unit.**




**Schematic of complete surveillance system.**

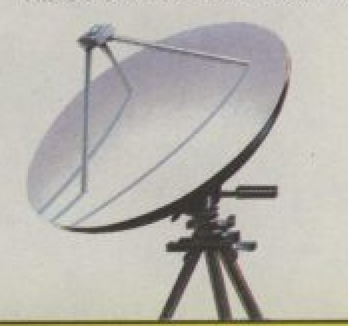
There are four screens which can be activated to display the security guard's monitor screen, the fixed location security cameras, or the TGS — telemetry guidance system. The TGS shows you a plan of where your MRUs are and where they are going.

What you must do is get your MRU to the filing cabinets to get the parts of the combination, then eventually to the vault to nick the Doomsday papers. And here's how you do it (skip this bit if you want to work it out for yourself, go and read Tommy's Tips or something).

First you've got to find out which rooms the filing cabinets are in. Do that by watching the monitors and making a note of the locations. Now you must get to the cabinet without being spotted, or your MRU will be annihilated — very unpleasant.

That's done by walking down the corridors while the monitors are examining rooms and vice versa. When you get to a cabinet the MRU asks for a command, try using the Remote Optical Analyser. You will need to know the code, the log on sequence tells you the code for one cabinet — RED 7.

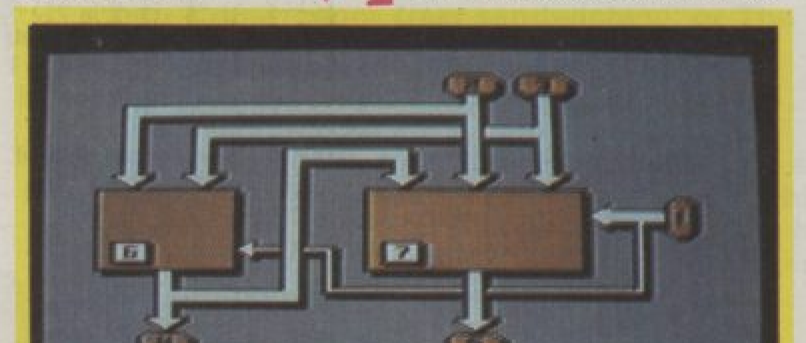
There's one other neat trick. You can play a videotape recording of earlier surveillance into one of the cameras so it can't see you rifling the cabinet. They got that from a film about a bank robbery, but I can't remember what it was called *(The Lavender Hill Mob? Ed.)*



Although it's more complex, and there is greater attention to detail, *Hacker II* is no harder to crack than its predecessor. But it's probably too early to say. I know from bitter expereince that just when you think you've got it cracked, something happens that puts you back on square one. However long it takes you it's an experience you'll enjoy.

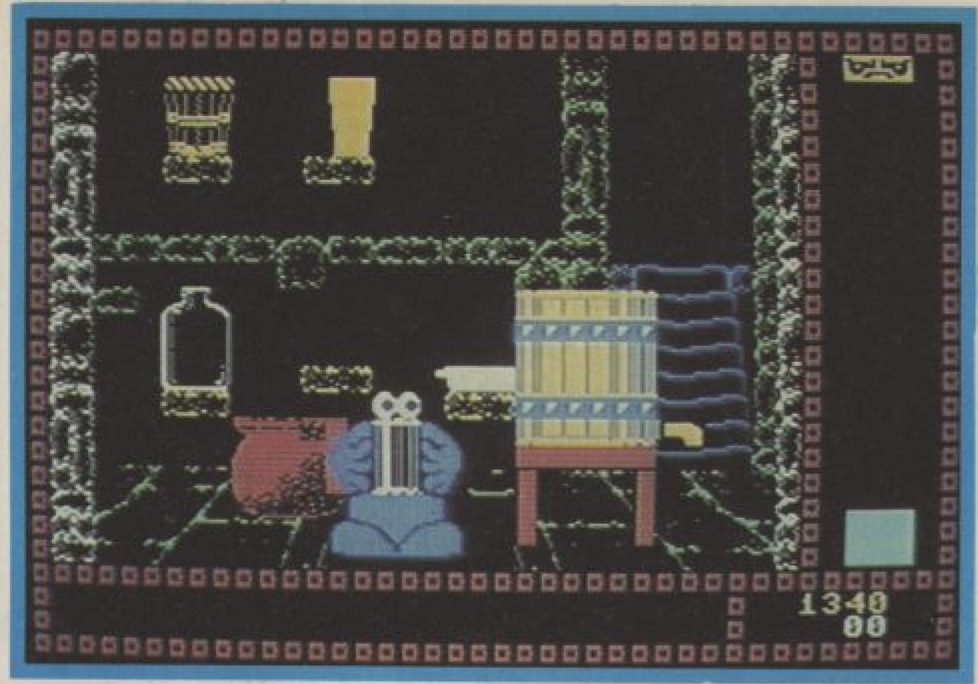
Just to end on a sour note, though, I think it's a shame Activision had to rely on the old 'America, champion of the Free West versus the dirty scheming Russians' scenario.

**Ken McMahon**




| | |
|---|---|
| **Graphics** | 1 2 3 4 5 6 7 8 9 10 |
| **Sound** | 1 2 3 4 5 6 7 8 9 10 |
| **Toughness** | 1 2 3 4 5 6 7 8 9 10 |
| **Endurance** | 1 2 3 4 5 6 7 8 9 10 |
| **Value** | 1 2 3 4 5 6 7 8 9 10 |

**7 Overall**



Berk picks up the can ready to grab the worms as they appear out of the Trapdoor.



# THE TRAP DOOR

## COMMODORE 64/128 PIRANHA SOFTWARE

**Price: £7.95/cass £8.99/disk**



Berk gets the eye from the eyeball plants.

What's the worst job you ever 'ad? Bet it's not as bad as working for The Thing upstairs. There he goes again, shouting down for one of his 'orrible meals. Poor old Berk's got to set about preparing it — wish I'd joined the union.

Being a Berk, I never knew where to start because there's all kinds of bits and pieces I need to find and use. I've not got the nounce for all this and I don't move that quick either — I'm a bit of a plodder really.

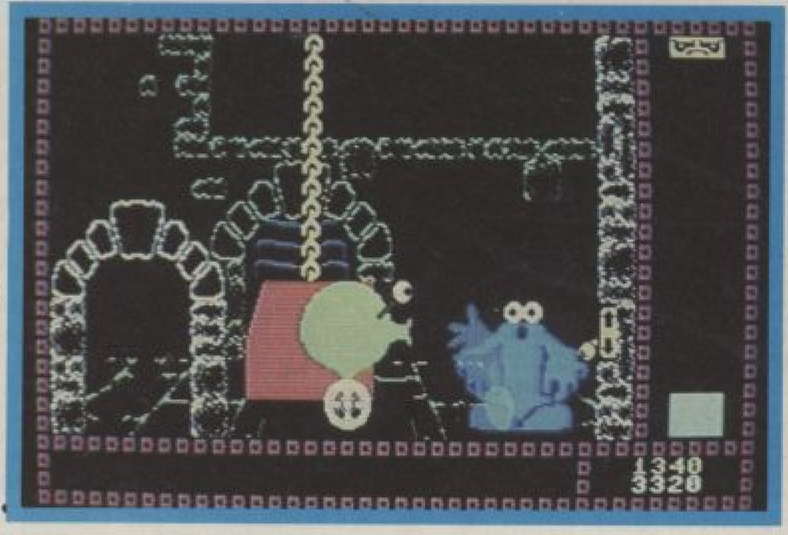
Anyway, the castle's not very big. I reckon there's about six screens, sorry, rooms. But it's got balconies, a cellar and a courtyard. I can explore in front or behind things, pick things up, drop them and generally shove things around.

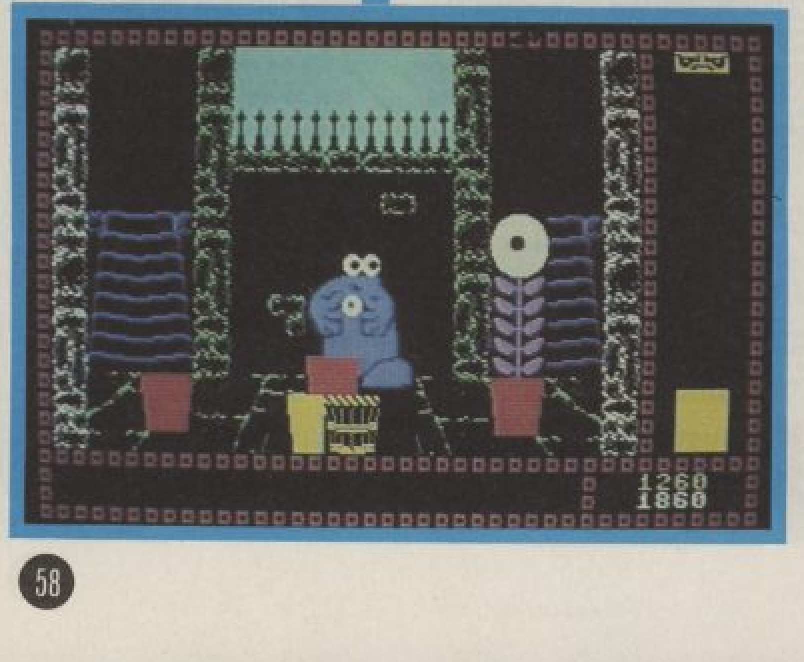
The real trouble is the trapdoor. Whenever I open it, one of the monsters pops up and nasties everything up. I reckon some of 'em could be useful but most of them are a pain. Take Drutt the spider (silly fool, looks more like a frog) who follows me around and gets in the way. Boni is weirder, he's a talking skull. I can pick him up to get advise but he sometimes won't bother to help. Is nobody nice around here?

Anyway, must tell you about these disgusting meals — there's four of them altogether. Get a load of these:

**Can of Worms:** First find the can. Now open the trapdoor, collect some of the worms that crawl out, put them in the can and send the whole lot up in the dumb waiter to The Thing — ugh! As usual Drutt gets in the way and eats all the worms. But I've found out how to fix him with a nifty flick of the trapdoor lever.

The Flamethrower monster makes for Berk who tries to drop the weight on his cranium.





**Fried Eggs:** That monster bird could come in useful here, better open the trapdoor and see if it comes out. I've seen a frying pan lying around somewhere and there's a stove in the next room. All I've got to do now is get the bird to lay some eggs. Beats me.

**Boiled Slimeys:** If you've wandered down to the flooded cellars, you'll know where the slimeys are. Maybe if I went down and waded around in the slime, I might catch some. Then I could use that weirdo flamethrower monster to cook them. Ever seen a monster travel around on one wheel? If I let it up, though, it will follow me around and try and make toast out of me. Maybe I could lure him under that weight that hangs in one of the rooms, and drop it down on him. See, I'm not such a Berk after all.

**Eyeball Crush:** This one's really the pits. I wondered what those seeds were for. Boni tells me to plant them and they'll grow into eyeball plants. I may be a berk but I know that eyeball crusher monster will be uesful here. He can use his big boots to crush the eyeballs. But what do I collect the juice in? Makes you feel sick.

That's all the meals done. Now, if I can tidy everything up, The Thing will send down a safe with my money in it. You guessed it — then there's the problem of opening it.

Anyway, I've no hope of getting the money because I've let worms and slimeys crawl around everywhere. I've left the trapdoor open and all kinds of monsters are hopping around. What a life. And I'm still only a Learner; when I do it all as Super Berk, there'll be more to contend with.

The castle looks reasonable

enough, dark and dingy as it should be. The monsters look colourful and really weird, and the slimeys and worms wriggle around as they should. At least when you drop something somewhere, you can always go back to the same place and get it again. That's handy, because I can plan ahead and get stuff ready for the the Thing's next command.

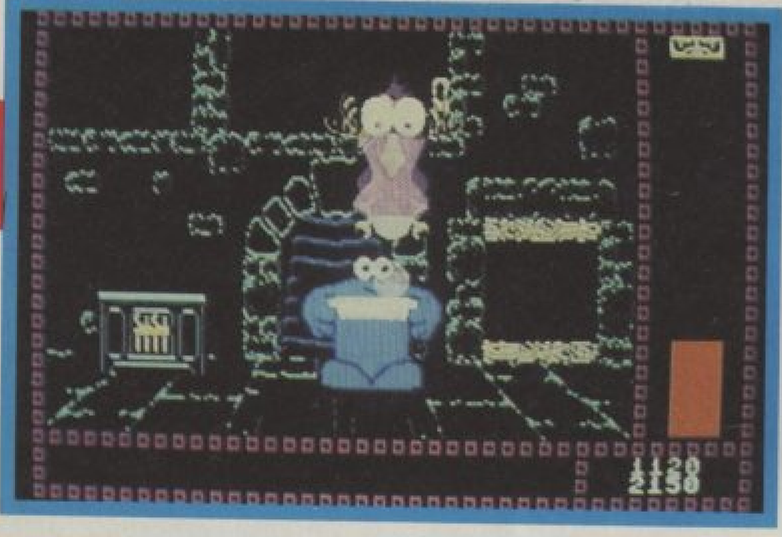
But I like the way I look best. I may not be the fastest thing on two stumps, but I'm big, bright and I'm a smooth mover. Have you noticed me winking at you? It's nice to be the star of the show. Oh, and I've got my own theme tune that plays at the beginning — it's pretty good really.

But the real trouble with this job is that it's just too difficult. I can manage the can of worms but for the rest of the meals, I'm really working those braincells to suss out what to do — and most of the time I either get it wrong or I run out of time.

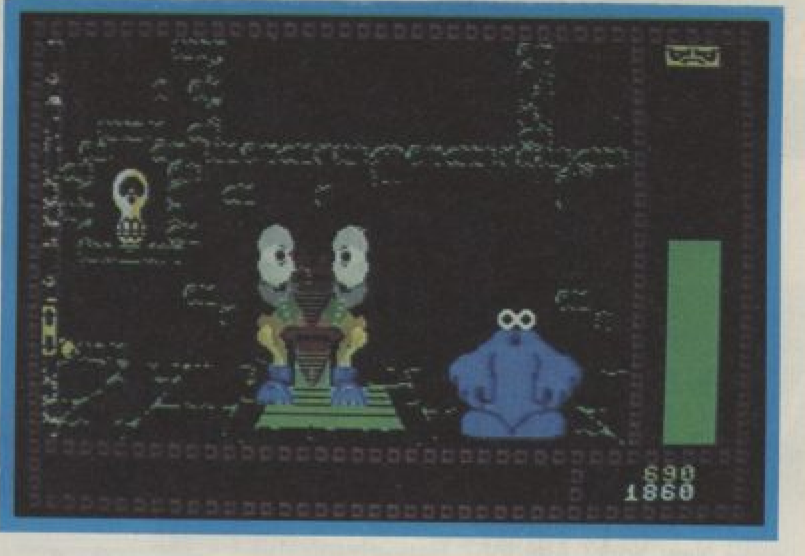
Luckily, The Thing just sets me another task if I don't complete the last one, but I don't get any points. It's going to be a long time before I get to open that safe. Why worry, I'm already rolling in readies, with all those TV appearances I'm making.

**Bohdan Buciak**

**Fry-up time — wait below the chicken and catch the egg.**




**The Eyeball Crusher. Note the large boots for increased productivity.**




| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |
| **Overall** | **8** |



# THE TRAPDOOR

## COMPETITION COMPETITION COMPETITION

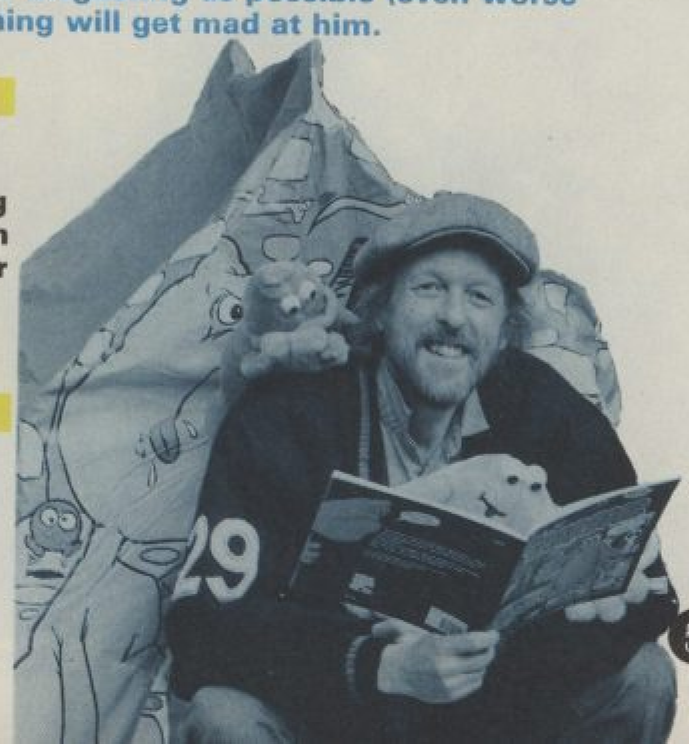


**We've got a huge stack of *Trapdoor* goodies on offer in this month's competition: picture disk of the *Trapdoor* single, briefcase, T-shirt, *Trapdoor* pens and lots, lots more. Fifteen runners up get a copy of the game and the single. So what do you have to do?**

**The thing upstairs has really done it this time. He's gone and commanded poor old Berk to prepare him a banquet — greedy git. Now Berk's not so hot on haute cuisine and he knows the food has got to be as disgusting as possible (even worse than *Commodore User* sandwiches), or The Thing will get mad at him.**

**So you've got to help Berk by knocking up a recipe for a three-course dinner and something to wsh it all down with. You'd better make him a drawing of the finished meal too. The winner will be the most imaginative recipe and drawing.**

**Write your name and address on your entry and send it to: Trapdoor Competition, Commodore User, 30-32 Farringdon Lane, London EC1R 3AU.**



# Paris for breakfast, Tokyo for lunch and the Golden Gate Bridge for dinner.

Here's a switch. Instead of running from monsters, you *are* the monster.

Your choice of Godzilla©. The Glog. A Giant Tarantula. Mechatron Robot. Or others equally unsavory.

What's your favourite city? Paris? Tokyo? New York? London? How about Moscow?

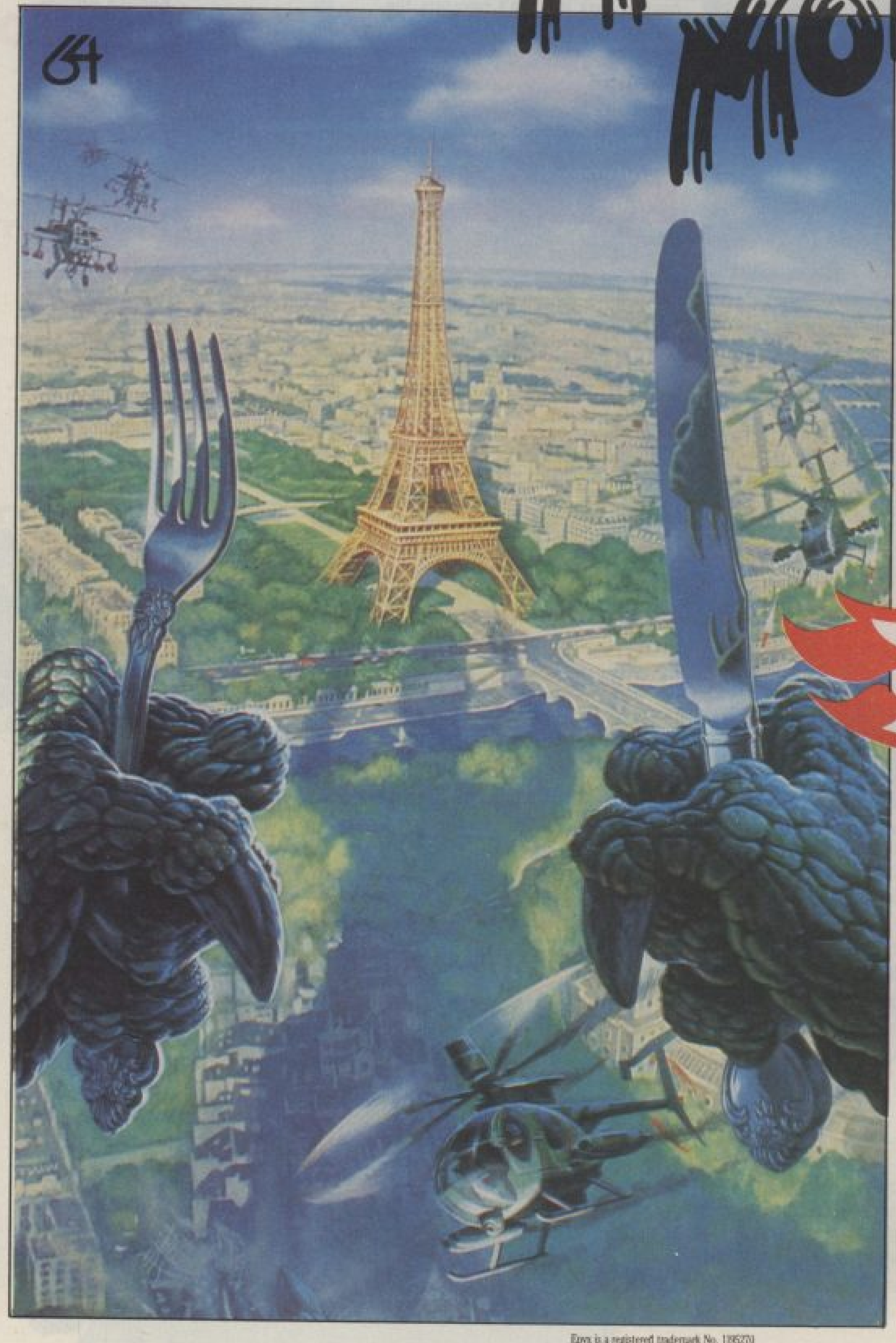
Yeah. A nice little trip to eat the Kremlin would be pleasant. Or how about a daring rescue in the Big Apple. A bold escape near Big Ben. Or just gobbling up the Golden Gate for good.

But don't expect a warm welcome. Expect everything else those pesky humans can throw at you. Tanks. F-111 fighters. Cops. The Army, Navy, Air Force and Marines. Even a nuke now and then.

Stop complaining. You know very well you had it coming.

You monster you.

## THE MOVIE MONSTER GAME™



Commodore 64 Disk £14.99
Cassette £9.99



## PLUS Hot Wheels




Commodore 64 Disk £14.99
Cassette £9.99

U.S. GOLD All American Software

EPYX™ COMPUTER SOFTWARE



One of the first things you notice about *Vietnam* is that it is mightily different from the conventional software themes of World War II. With the advent of modern technology you have a wide selection of power equipment at your disposal like Huey and Cobra helicopters, Patton tanks and deadly accurate artillery batteries.

The other difference lies in the actual game play. Instead of just concentrating on Vietnam as a whole and conducting your forces in a random manner where necessary, *Vietnam* gives you six historical battles to choose from that reflect the different types of situations that occurred.

The game is divided into phases

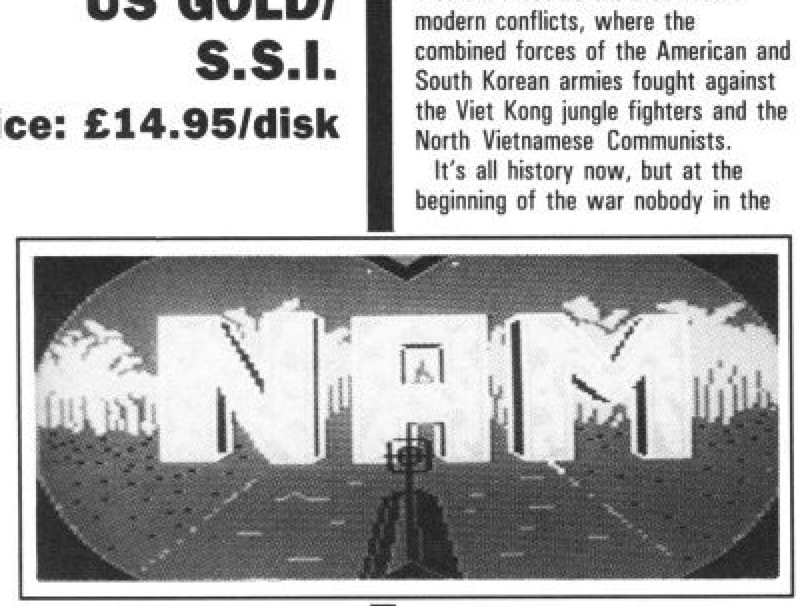
# VIETNAM

**US GOLD/ S.S.I.**

**Price: £14.95/disk**

Vietnam must be the bloodiest of modern conflicts, where the combined forces of the American and South Korean armies fought against the Viet Kong jungle fighters and the North Vietnamese Communists.

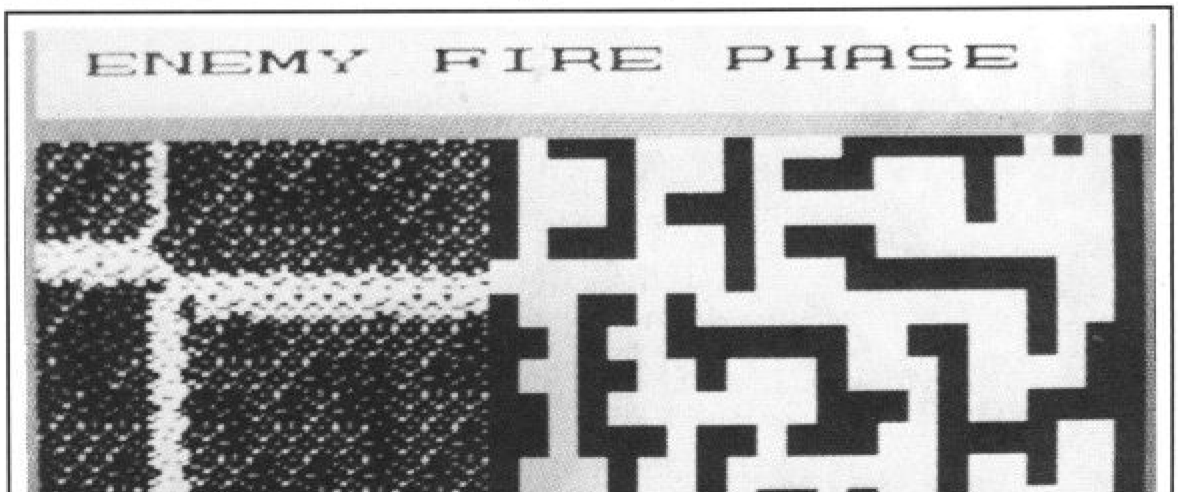
It's all history now, but at the beginning of the war nobody in the West thought that the powerful Americans could be defeated.



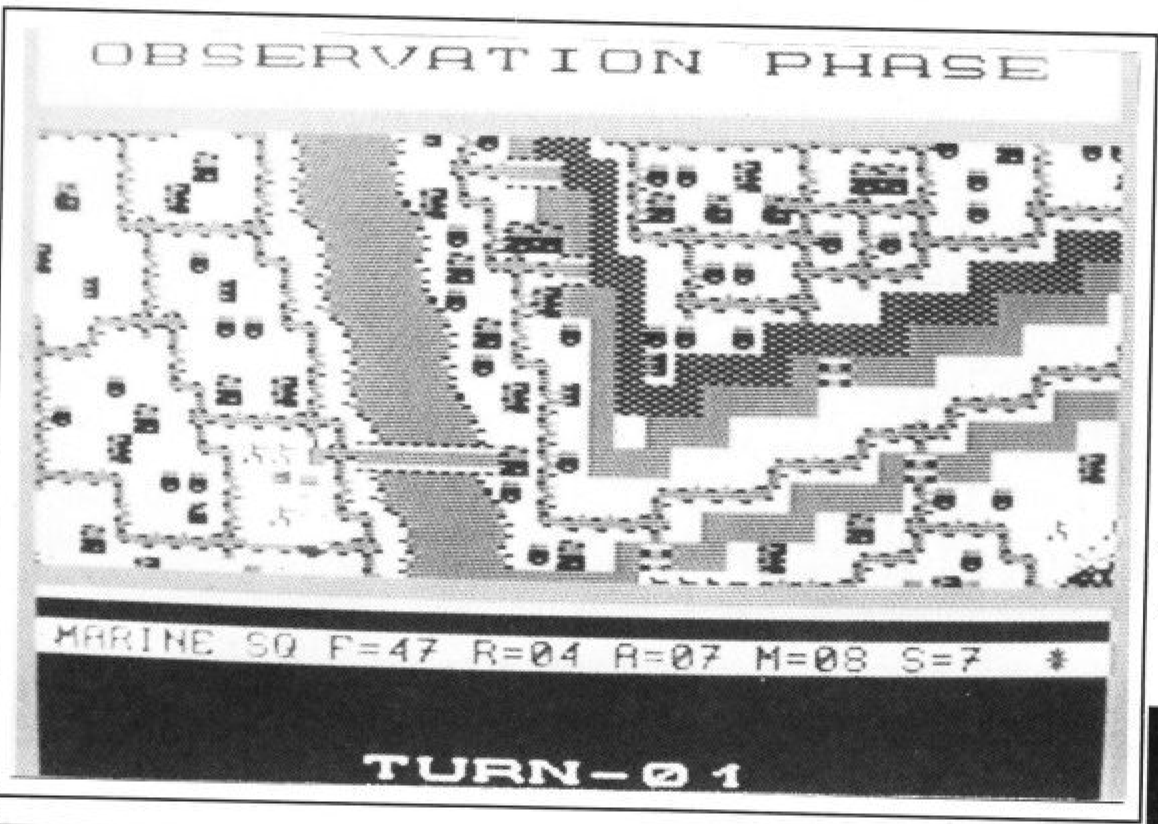

It was to be a quick war. The Communists would be napalmed out of their jungle strongholds and the boys would be home by Christmas. But as the months dragged into years and planeloads of American teenagers began to arrive home in military coffins it started to dawn on America and the world that the politically motivated Viet Kong were going to take longer to defeat. If, indeed, they could be defeated at all.

This wonderful simulation from America's leading computer war games company enables you to understand the decisions that were taken — and to see what would have happened had the American Generals fought differently.

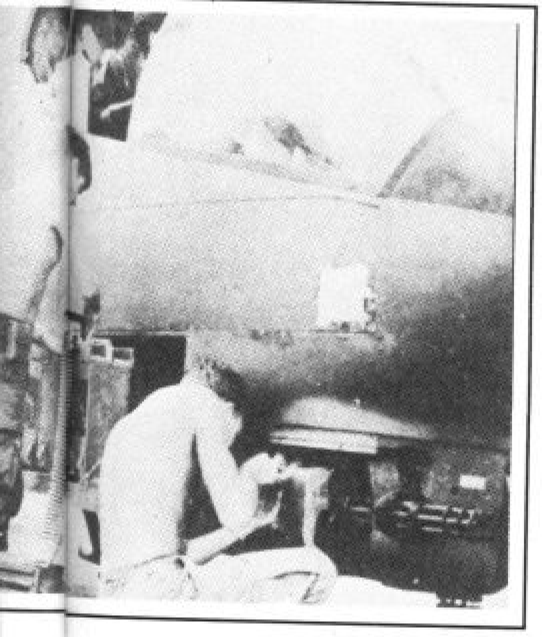





**US Infantry and S. Korean marines fight it out in the underground at Tuy Hoa.**




February 1968, the city of Hue under fire.



and starts with the *Observation* Phase. This gives you a chance to move your cursor over the map area and identify your units along with their specific capabilities and note the positions of the enemy forces (obviously hidden units are not shown to you until they fire).

Next comes the *Artillery Plot* when you decide where you would like a fierce air and artillery barrage concentrated. The next two phases concern enemy movement and firing which is all handled by the computer (this is where those hidden forces suddenly materialise!). Your turn to fire next, and in this phase you choose your targets by cross hair cursor after selecting which unit is firing, and pray they do their stuff.

The *Movement* phase is dependent on terrain type (roads use up less movement points than woods) although, helicopters, of course, are not included in this.

After all this comes another round of firing from both sides followed by the artillery barrage you plotted earlier. Points are then awarded to each side depending on units eliminated and you get a rating of your performance so far. That's turn one, and if all is well you continue to turn two, three and four etc.

During the battles, there are some very effective sound effects and the layout and design of graphics of the scenarios are extremely good. What about those scenarios? Well, you get the chance to fight in practically every type of situation that happened in Vietnam.

*'Sugar Cat'*, was an ambush in intense cover that taught the American forces how to deal with this kind of quick strike efficiently. You get ten turns to deal with it.

*AP Bau Bang* was a base 80 kilometres N.E. of Saigon and involved a direct attack by the Viet Cong. The base had to be held until reinforcements arrived. You have fifteen turns here.

*L.A. Drang* concerns a clearing exercise by air of enemy forces from intense jungle area, very tricky.

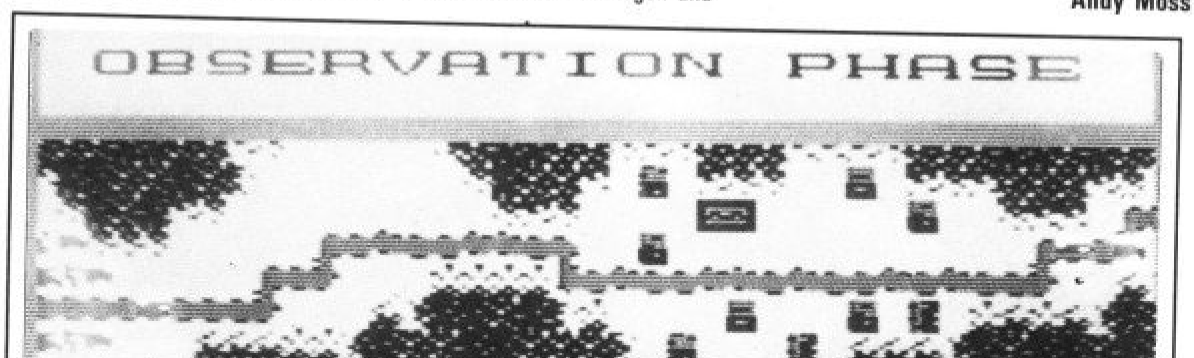
*Tuy Hoa* is set in underground caves and is another clearing operation through a series of mazes.

*Ben Het* was the only tank battle of the war and *Hue* is the final counterattack by the American forces to retake the city from the NVA communists.

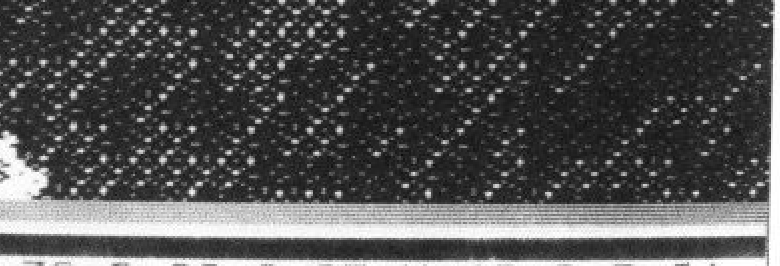
All these scenarios are described in a well-written manual (which is the hallmark of all SSI products) along with detailed maps depicting each battle situation.

This is a major piece of work from SSI and full marks are given for dealing with a particularly sensitive piece of American history in a marvellous professional manner. This release is an essential purchase for any wargame player and is playable enough even for novices to attempt.

**Andy Moss**




You're about 50 miles from Saigon at the village of Suoi Cat.



# Now you can experience the Worl

# WORLD

Alright. So you've wiped out the Russians in Summer Games.™ You've scored near perfect 10s in Summer Games II.™ And your performance in Winter Games™ now sends chills down competitor's spines. Well, just how far are you willing to go to prove you're the best? Does 24,000 miles sound reasonable?

**Visit exotic places.**
In World Games,™ you'll wing your way around the globe beating the pants off foreigners in eight international events, each one authentic to its country of origin. You'll see incredible, exotic locales as you travel the world circuit. Why, you'll even have your own on-screen tour guide to smooth your way.

**The events the Olympics forgot.**
To become the champion, you'll have to dive off the treacherous cliffs of Acapulco. Go stomach to stomach with a 400 pound Japanese sumo wrestler. Jump barrels in Germany. And pump heavy iron in Russia.

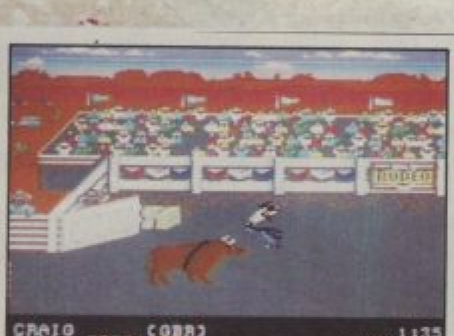
Next, it's off to Scotland for the caber toss. Canada, for the near impossible log roll. France, to ski the Slalom. And, at last, the U.S. of A., to ride the meanest bull in the states.

This, then, is a challenge of global proportions. The question is, are you ready to go the distance?













rld's Greatest Sporting Challenge...
GAMES
Eight international events: Cliff Diving, Sumo Wrestling, Bull Riding, Barrel Jumping, Log Rolling, Weight Lifting, Slalom Skiing, and, of course, the Caber Toss.
Visit eight nations to compete. Includes a detailed history and travelogue for your reference.
Join the World Hall of Fame. That is, if you acquire the gold.
One to eight players.
Commodore 64/128 £9.99 cass. £14.99 disk
Spectrum 48K £8.99 cass.
Amstrad £9.99 cass. £14.99 disk
Atari ST £24.95 disk
"Now Epyx bring you their most outstanding sports simulation to date – World Games, featuring eight exciting new events from around the world to test your joystick mettle to the full."
Zzap 64
U.S. GOLD
All American Software
EPYX
TM

# FINDERS KEEPERS

## C16 and Plus/4 MASTERTRONIC

**Price: £1.99/cass**

*Finders Keepers* was originally written on the Spectrum about one year ago and it's stood the test of time well. From then on it's been converted for a number of computers and now thanks to Adrian Shepherd, it's finally out for the C16 and Plus/4.

I know this is one of those many *Manic Miner* clones out on the software market. But somehow it's one of the best currently available — along with *Monty on the Run* and *Manic Miner* itself. It isn't just a platform game though, it also includes a maze and has a few traders, who fortunately are nothing like Arthur Daley.

*Finders Keepers* loads with a new type of loading system that Mastertronic haven't used before, and it's fast. If they can do it on budget games, why can't everyone else?

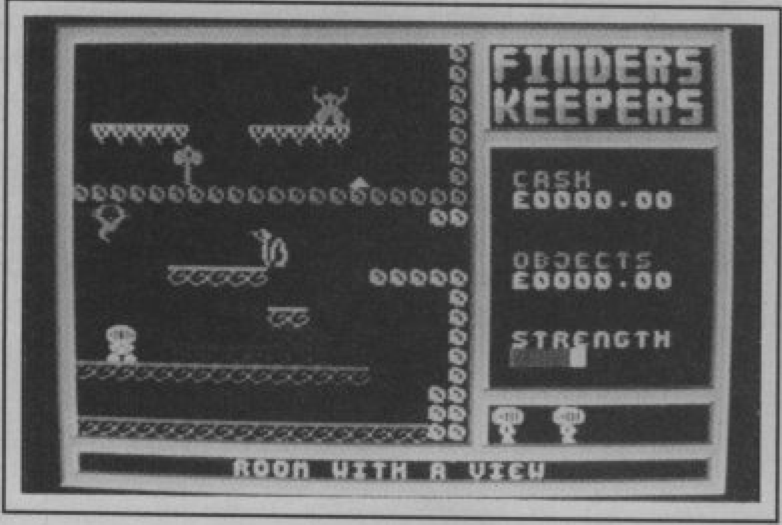
The game starts with you in front of the King of Isbisima. He's worried about his daughter's birthday tomorrow, so he sends you into the Castle of Spriteland where you have to search for that special gift. To make it a little more difficult the castle has some deadly-to-the-touch creatures, many are ghosts of the former Queen of Isbisima.

Scattered around the castle are triangles, which represent objects which are possible (at most times) to pick up or examine. One nice feature is that you can combine two items together to another better or worse item. I experienced this feature in the maze when I picked up a mouse, there was a crunch and it turned into a fat mouse. I think it ate the cheese that I was carrying at the time.

The traders are nice people, they've never let me down. As long as I can provide them with the dough, the goods are mine. To avoid sexism there's a lady trader called Anna, she's equally as good as the other traders.

The platform part of the game is very nicely made, but the screen's been reduced to save memory, so everything seems rather small. The ghoulies are well animated and move along their separate paths smoothly, that also goes for Magic Knight (you) as well. You can only carry six items at a time, but it's possible to drop anything.

There are a few parts to the game where the controls are a bit dodgy, namely the trading sequence. You




**Avoid the nasties, make it to the triangle and pick it up.**

# AURIGA

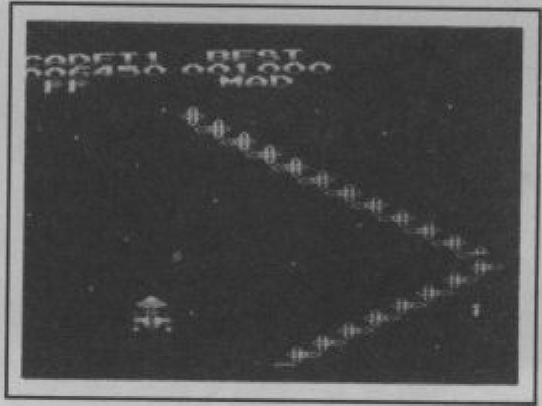
## C16/Plus/4 PLAYERS

**Price: £1.99/cass**

The author of *Auriga*, Keith Harvey (who likes to call himself Howlin' Mad), must be as sly as the ex-President Marcos of the Philippines. By this I mean that how could he coax Players into releasing a game that is based on such a dated theme as this.

Just by reading the blurb I felt ill, like seeing your friend sneeze — whilst eating porridge. Journey through Uncharted Systems and raise hell in all sixteen systems with a set of aliens per screen.

What for? To get into the NSFS (the Earth's 'New Space Fighter Squadron'). Why? To do it all over again and again and again.



**A bit more difficult these ones — but nothing to write to CU about.**

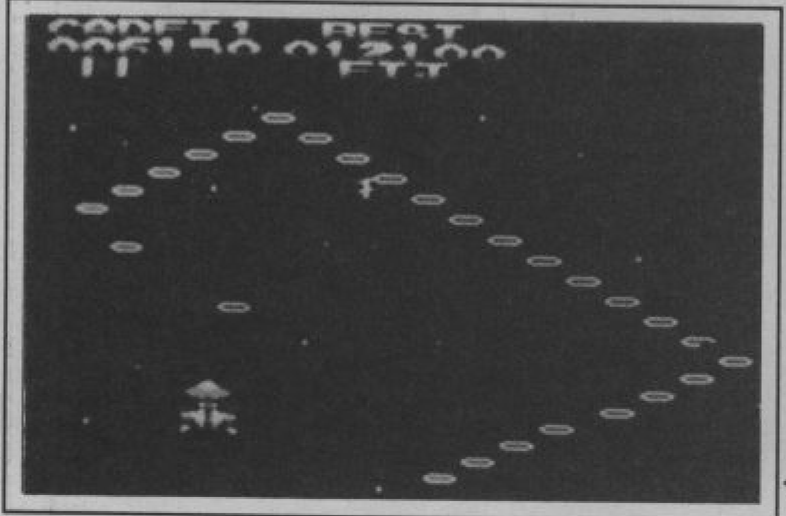
The aliens look quite good and have passable animation, even with two frames. They wonder around the screen, waiting to be blasted into the middle of next year. It's possible to blast the lot of them by staying in one place because they all play follow the leader. Some of them look quit deadly, others downright harmless.

I didn't mind blasting boxes, skulls etc. But when it came to shooting down Pac-men and cherries, I wondered where Keith had got such ideas from. Just imagine 'The Attack of the Deadly Cherries'.

As for your spaceship, well it looks as if it could do a lot of damage and it's defined well, with plenty of colour. In fact, the whole game is brightly coloured, the title screen is pretty impressive, and there's a reasonable tune which bongs away relentlessly.

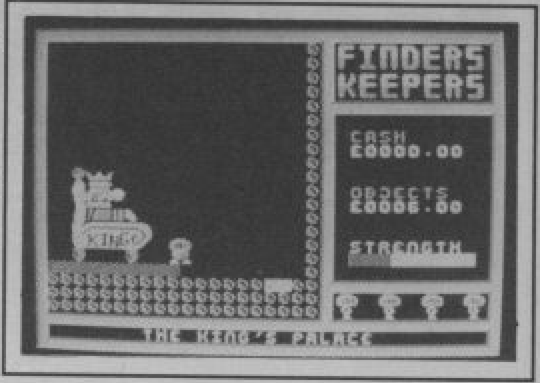
During play the aliens drop bombs; but there's no need to worry since they're lousy aimers. Anyway, if you catch one of these bombs or try to cuddle an alien your spaceship gets tossed all over the bottom of the screen.

Now this is where your trip to the petrol station pays off. Whilst topping up your craft, you've bought some Castrol GTX and they've also given you some DWF (it unsticks everything). It can only be used three times, after all it's free isn't it?



**They spin around you but (Sshh!) just keep your finger on the fire button and they're finished.**

The King sends you out to get some pressies — why can't he get his own?




may accidentaly end up buying something you didn't ask for; no need to worry because the astounding decent traders will give you a refund. Also the sound, it's very poor and there are a lot of silent patches, which don't do the game any favours.

The sheer size of the game was a surprise for me, what with all those ghouls, the scrolling maze and all of those rooms littered with objects and monsters. At first sight it looks like another boring platform game, but the more you get into it, the more you'll enjoy it.

A definite must for platform and puzzle freaks, at two quid you can't go wrong.

**Fikret Ciftci**

| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |
| Overall | 8 |

When it's finished, be prepared to spend the rest of your space career stuck on the wall of your spaceship.

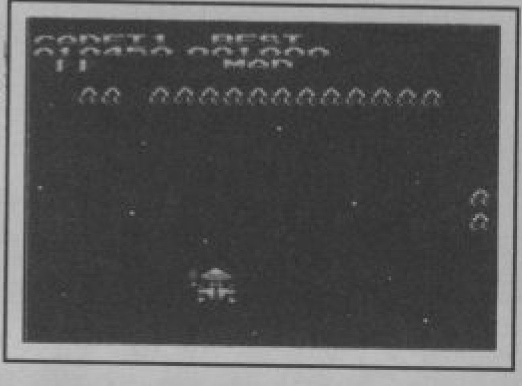
After playing *Trizons* last month, I wasn't very pleased to get lumbered with another shoot 'em up. But at least *Auriga* requires you to aim at what you're shooting and it has bearable sound effects. The glimmering stars in the background are very effective, so's the way you enter each new system.

I was really into marmalising those aliens until I made it into the NSFS. They just sent me back into the system, to do battle with more faster (who were incidentally the same) aliens, all over again (HUMPH!).

At a couple of quid I suppose it's all worthwhile, but it only took me two days until I got into the NSFS. Buy it, if you want to relive those days of blasting in the chippy, while your fish went stone cold.

**Fikret Ciftci**

This screen looks and plays like Space Invaders.



| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |
| Overall | 4 |

# PROJECT NOVA

## C16 and Plus/4 GREMLIN GRAPHICS

### Price: £7.95/cass

A few months back it was looking like the quality of Gremlin Graphics was steadily on the decline, what with the release of *Kung Fu Kid* and *Reach for the Sky* I was beginning to loose confidence in them, and I half expected *Project Nova* to be in the same category. It just shows you what a couple of bad games can do to the image of the company. But I am happy to report that I was wrong. *Project Nova* is one of the best or even *the best* game that Gremlin Graphics have released for the C16/Plus 4.

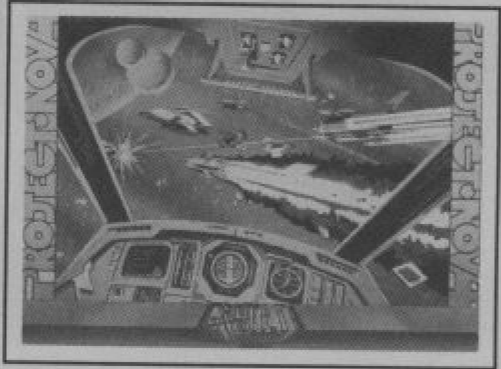
*Project Nova* is shoot em up with a difference. If anyone has ever played Commodore's *Stellar Wars,* then there is a slight resemblance. The difference being that Gremlin Graphic's version is much more technically advanced. Fast reflexes and rational thinking is what is needed with this game.

The most daunting thing about it is the three page booklet, which must be read first before attempting to play the game. This booklet is well put together and fairly easy to understand, and tries to view anything in a logical sense. But do please read the booklet first and then everything about the game fits into place.

The aim of the game is to rid the galaxy of the menacing aliens and achieve the ultimate rating of *Legendary* (you need a three page booklet for that? Ed). The only other aid you have is the onboard computer. This has many varied tasks including controlling energy, plotting a grid of the galaxy showing exactly where the aliens are, and many countless other electronic devices.

When you first start playing you have 4999 units of energy. Use this energy wisely. Flying at top speed using full shields, firing lasers and hyperdrive can exhaust your supply of energy.

Using the computer can choose the galaxy you wish to go to. The grid is divided into sixteen squares, some squares have numbers, others stars. The squares with the numbers inside refer to how many aliens there are, and the stars refer to three aliens or more. To move from galaxy to galaxy you must use Hyper-Drive.




". . . the best game Gremlins have released on the C16 . . ."

Once you have switched to an alien infested galaxy you can start the combat. These aliens fly at an incredibly fast speed and you must use your view finder to find out exactly where they are, rid the galaxy of them and progress to level two *junior ensign.* Not an easy task believe me.

If, when in combat you are unlucky enough to be hit, you can either wait forty seconds for the computer to repair the fault, or repair the ship manually and save time.

The graphics and sound are a high standard and together make the game look and play more realistically. If you think that your nerves and reflexes can cope with the strain of such an awesome game, then check our Project Nova, you will not be disappointed. Let's hope that Gremlin Graphics keep up the same high quality with their future releases.

**James Pickering**

| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |
| Overall | 8 |






Boulder Dash Construction Kit is the ultimate challenge for fans of the multi award winning Boulder Dash and the perfect introduction to Rockford's underground world for those yet to experience the magic. Now for the very first time you can design your own games with the Boulder Dash Construction Kit and save your creations to disk or cassette. A new game is included for impatient Boulder Dash fans.

Multiple Rockfords are featured in this new all action strategy game for one or two players. Rockford has to dig feverishly, as boulders crash down all around him, through 16 mystical caves and 5 levels of difficulty in his relentless quest for jewels.

**GAME ELEMENTS**

Fireflies, Butterflies, Diamonds, Enchanted Walls, Multiple Rockfords, Blue Slime, Amoeba and one or two player option.

**Available for Commodore 64/128, Atari 400/800/XL/XE48K ram**

**cassette 9.95 disk 14.95**

Available from all good computer stores or post free from:

Databyte, 15 Wolsey Mews, London NW5 2DX Telephone 01-482 1755

DATABYTE

# Without music, graphics and sound the Board Game has become the most popular in the world. Now it has them.




**"Over 3,000 questions of no vital importance."**

**Available now on**
**Spectrum 48/128K Commodore 64/128K**
**BBC 'B' Amstrad CPC**
**Cassette and Disk**

John Menzies

**and all local stockists**

HORN ABBOT INTERNATIONAL
©1983 HORN ABBOT INTERNATIONAL

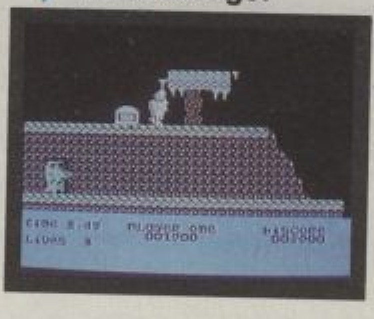
TRIVIAL PURSUIT is a Trade Mark owned and licensed by Horn Abbot International Ltd.
Published by Domark Limited, 204 Worple Road, London SW20 8PN. Tel: 01-947 5624.
Trivial Pursuit was programmed by Oxford Digital Enterprises.

DOMARK

# ● GHOSTS 'N' GOBLINS

**C16 and Plus/4**
**ELITE**
**Price: £7.95/cass**

How excited all you sixteen and plus fourers must get at the prospect of loading up an arcade conversion onto your cruelly ignored machines — especially one which has already proved to be an enormous hit in its 64 format.



**Take the route over the mound for simplicity's sake — but any route's easy at this stage.**

I won't insult you all with the scenario of *Ghosts* I know you've been waiting for it in desperation. Just prepare to do battle left to right across your TV screens.

First impressions aren't too favourable. Having seen a lot of the 64 version through its development and in its completed form I had to force myself to have a severe amnesia attack so as to stop myself judging this by unfair standards. *(Having twelve pints at lunchtime wasn't necessary though — Ed)*




**Ikaaku, the gatekeeper bars your progress to the next level. Don't think you can get away with using autofire either it's been disabled.**

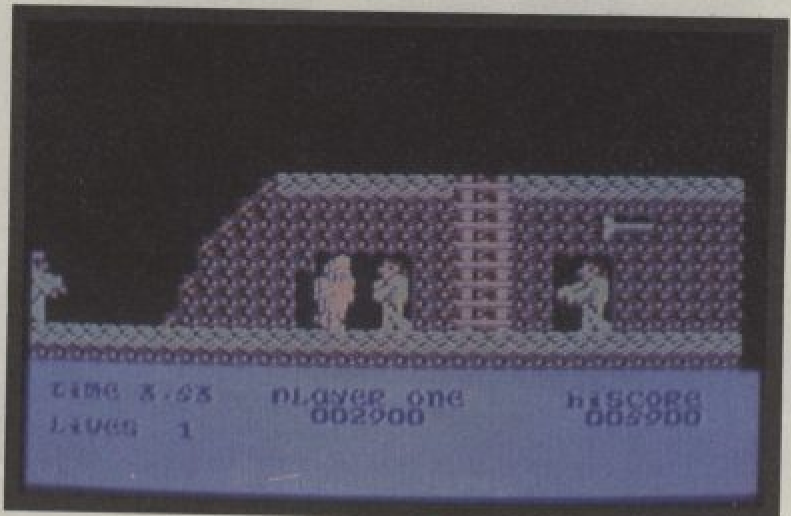
The immediate problem is with the characters. They look as if they're surrounded by a black cage. There's a large block around each one which is at its most noticeable as they move in front of any coloured background. As your knight climbs the ladder in the graveyard he looks like he's in a glass lift. The problem simply disappears of course against many of the darker backgrounds in the game.

The other problem the blocks throw up comes when your knight makes contact with the other characters. What looks like a gap isn't one quite simply. Don't make the mistake of thinking you've still got time to kill a zombie if he's half a step away. Forget it, the blocks make contact and phut! A life gone.

There is a good reason for the blocks though and that's speed. For a C16 game Ghosts is very quick and quite smooth in its scrolling. Full characters would have slowed it down considerably. I know which I'd rather have, you get used to the blocks pretty quickly and the game is still playable.

Whilst we're on minuses there are quite a few omissions in this game. Most upsetting of all you'll be dismayed to hear is that Elite only managed to get two levels in. Even separate loads would have been acceptable for at least one more level. Add to that a distinct lack of demons and venus fly traps and worst of all no dragon, and you'll understand my disappointment. I don't expect the C16 to look like the 64 or have the depth, but I know there are ways and means of getting round these things.

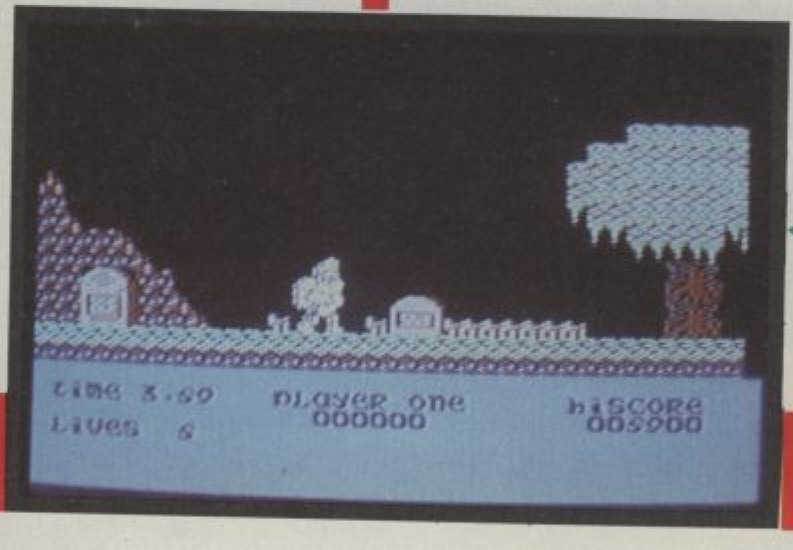
The lack of various nasties may explain why *Ghosts* is so niggly to complete. The gatekeeper at the end of the first level (there's two at the end of the second) is very hard to beat indeed. It's easy to get as far as them with so few obstacles but you'll have a job finishing them off.




**See what I mean about those nasty looking blocks caging each character?**

There's no real sound to speak of and many other little holes I could pick in this game, but I think I've picked enough because the overall impression I get of *Ghosts* is that it's a lot better than its flaws suggests. For one more level I'd have given it a Screen Star as unreservedly as I gave the 64 version. You deserve more value though.

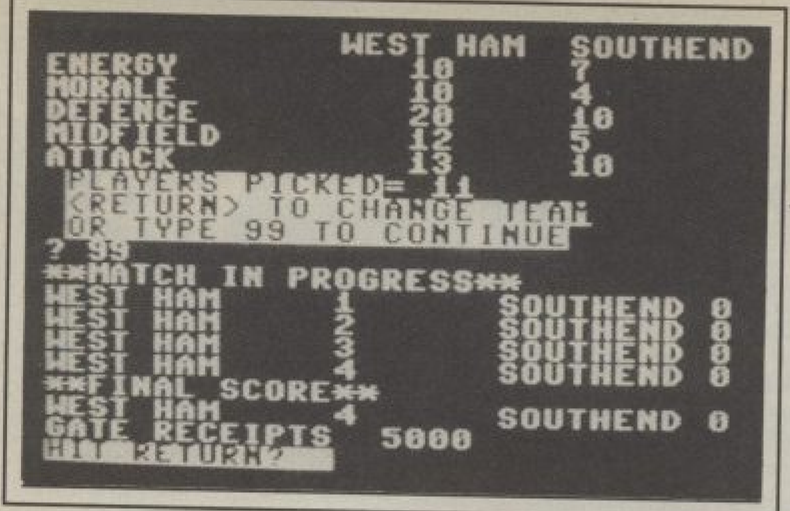
**Mike Pattenden**




**In the graveyard and not a zombie in sight — the game's only just begun.**

**Graphics** 1 2 3 4 5 6 7 8 9 10
**Sound** 1 2 3 4 5 6 7 8 9 10
**Toughness** 1 2 3 4 5 6 7 8 9 10
**Endurance** 1 2 3 4 5 6 7 8 9 10
**Value** 1 2 3 4 5 6 7 8 9 10

**6 Overall**




**Looks like Southend are taking a drubbing at the hands of the Hammers.**

# FOOTBALL MANAGER

## C16 and Plus/4 ADDICTIVE GAMES

**Price: £8.99/cass**



*Football Manager* has done very, very well over just about every format possible (just how well you'll have to decide if you want to enter the competition that comes with this game).

They've finally got their act together with a version for the 16 now, and about time too. But is it up to scratch or are they likely to be seeking re-election in the lower leagues of the Commodore market? My honest opinion is that they need to buy a few players now if they are to avoid a relegation struggle.

It doesn't matter who you are, Liverpool, Everton, Man. U. or Bristol City *(yaay! Ed)* you always start from scratch. If you couldn't bear to manage one of these clubs don't worry you can enter your own. I'll stick with the Hammers which is, rightly, one of the standing options.

It's a shame though that you can't enter your own players. Believe me you're going to end up with some right donkeys I can tell you. Just take a look at some of the old men you end up with. Some of these guys are drawing their pension Thursday and turning out for you two days later. It's criminal. Anyone remember Trevor Cherry? He played for Leeds when they were a great club — that's how long ago he played.

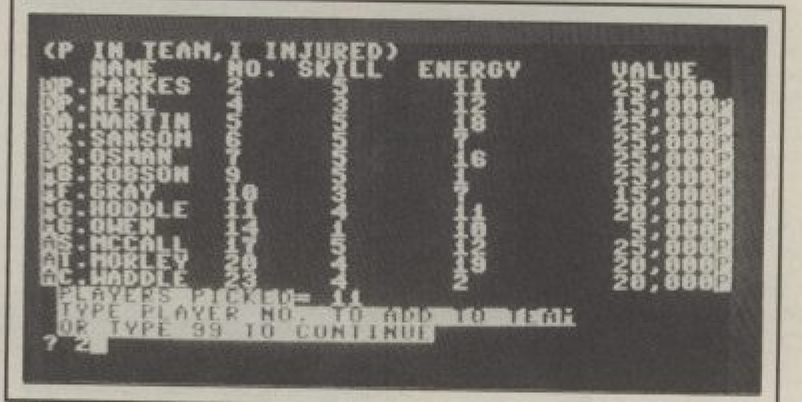
No messing though, I felt that a little updating could have been done because some of your team aren't exactly big names these days, and let's face it on a game as simple as this it's only a matter of a bit of editing.

Faced with a team like that you'll want to do a Spurs and buy as quickly as possible. Whether the choice you'll get is any better I'm not sure. I was never offered anyone special en route to the Second Division, (that's as far as I've got). Naturally, it's all down to the money so the first temptation you're offered at the start of the season is an option for a loan. What happens if you end up like Swansea isn't clear to me so far though, because I've always been quite careful with my money. *(You can say that again — Ed).*

Add that to the fact I didn't get offered one player one season I was in the Fourth and you'll understand my miserliness.

Each game you play, you'll be confronted by a screen with information as to the strength of your team. The number of players playing, rating in defence, midfield and attack. Other important factors include energy and most importantly, morale. Morale counts for a lot believe me. If the lads do bad, then it's time for a misery rating, which seems to give teams with similar ratings elsewhere that edge over you.

All this is displayed on screen, and, assuming your squad is strong enough you'll be able to make up for deficiences by juggling players around. Skill ratings for each team member are displayed along with their energy rating (which depletes over the number of games they play) and their status (playing, injured or dropped). Quite why players' skill rating changed from one season to the next (Bryan Robson fluctuates from 1-5) defeats me though.




**Pattenden's top eleven *(Wot no Bristol City players? — Ed).***

The seasons get longer as you progress up the leagues, but I was a bit disappointed to find out that not only were the fixtures exactly the same, but that you played home and away consectutively against each side.

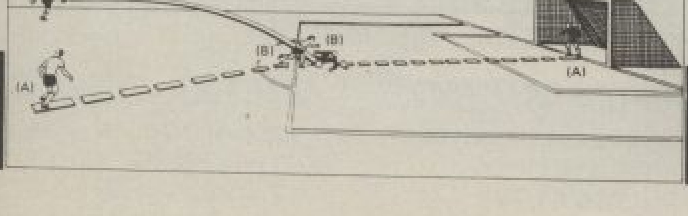
Another notable omission in the C16 version is the lack of any arcade representation of the games. Instead all you get is a bulletin message like Saturday's vidiprinter and a sound every time a goal is scored like the kettle's boiling over.

For all these criticisms Football Manager is as good as it's other machine counterparts even if it's less polished. Nevertheless after what has been a very good run for the game after a few seasons in the first division I feel it could have been updated and improved without too much effort by Addictive (and we wouldn't want the software houses going to any trouble for us would we?).

Overall a fair conversion but let's face it, it's a game of two halves and I've got a feeling Gremlin's new footy game, might come through to steal a win. Back to the studio and the rest of the day's results.

**Mike Pattenden**






| | Rating (scale 1–10) |
|---|---|
| Graphics | 5 |
| Sound | N/A |
| Toughness | 7 |
| Endurance | 7 |
| Value | 7 |
| **Overall** | **6** |

# Evesham Micros

## ALWAYS A STEP AHEAD

## DOUBLER

**The tape back up "device"**

Doubler has been an **enormous success** and continues to sell very well. Why? Because it is the **best product of its type** on the market. Doubler uses a unique method that copies **all types of software** regard- less of speed. It consists of **hardware and software**. The software is the key part as unlike other products of its type Doubler creates a **brand new machine copy**. It is very easy to use and very successful. In fact our tests **have proved** that this "device" can achieve **100% success**.

Requires access to two data recorders.

**ONLY £12.95**

**Why settle for less—this is the best.**

## ALIGNMENT PROBLEMS?

### 1541 PHYSICAL EXAM

**£39.95**

The program includes a digital alignment disc and software which allows you to **accurately check and correct** disc drive alignment. The instruction booklet is **very detailed**. Also includes quiet drive stops to **stop** that "hammering" thus preventing further problems.

**ONLY £39.95**

## NEW MK.III VERSION

## FREEZE FRAME

### THE BEST IN BACKUP METHODS IS NOW EVEN BETTER

**NOW HANDLES PROGRAMS THAT LOAD SUBSEQUENT PARTS**

**"Freeze Frame MKII"** must have been the **world's most powerful and most successful** backup product. The success of "Freeze Frame" spawned several imitators but they are pale imitations of, what we are convinced, is the **most advanced and easy to use backup product in the entire world.**

Now the **"MKIII" version** has moved "Freeze Frame" well ahead of the "opposition". As well as its unfailing skill in handling **every memory resident program** available for testing up to 1st July 1986 it will now transfer from tape to disc the vast majority of **programs that load subsequent parts.**

### FEATURES

- TAPE TO DISC
- DISC TO DISC
- COMPLETELY SELF CONTAINED, NO EXTRA SOFTWARE NEEDED
- FILES COMPRESSED FOR ECONOMY OF STORAGE SPACE
- 128/128D COMPATIBLE IN 64 MODE
- TAPE TO TAPE
- DISC TO TAPE
- RELOAD INDEPENDENT OF THE CARTRIDGE
- NOW HANDLES PROGRAMS THAT LOAD EXTRA PARTS
- PROGRAMS RESTART FROM THE POINT BUTTON IS PRESSED

### OPERATING "FREEZE FRAME"

"Freeze Frame" is **simplicity itself** to use. It is cartridge based so is simply plugged into the cartridge port. When the computer is switched on a message is displayed, pressing "RETURN" will clear the computer back to the normal start up screen. Software can now be loaded from tape or disc **completely as normal.** The latest version of "Freeze Frame" will, to the best of our knowledge, allow **ANY software** to load and run normally (unlike competitive products).

"Freeze Frame" can be brought into operation at any convenient point by **pressing the button** on it. You can then do one of three things:—

1. **Pressing "D" will save a working version of the program in memory to a formatted disc. This version will include an auto booting very high speed reload (many programs reload in less than 30 secs).**
2. **Pressing "S" will save to disc with a standard reload speed that can be used by non 1541/70/71 drives U.S. spec. machines, etc., but perhaps more importantly by most fast load cartridges and systems. Use "Dolphin DOS" to reload anything in less than 10 secs. (Also suitable for U.S. spec. machines.)**
3. **Pressing "T" will save a working version of the program in memory to tape. This incorporates a high speed reload at approx. 2400 baud.**

### IT'S AS SIMPLE AS THAT

***ALL PROGRAMS SAVED WITH "FREEZE FRAME" CAN BE RELOADED INDEPENDANTLY OF THE UTILITY***

**ONLY £39.95**

**Owners of earlier versions can return them and upgrade for £14.95.**

***SERIOUS WARNING: THIS IS AN EXTREMELY POWERFUL PRODUCT AND IS STRICTLY FOR PERSONAL USE. DON'T COMPARE IT WITH ANY OTHER PRODUCT, NOTHING ELSE OFFERS THE POWER OF "FREEZE FRAME".***

## Quickdisc+

FAST LOAD PLUS UTILITY CARTRIDGE

**After enjoying considerable success since its release we have now made some improvements to "QUICKDISC+" to maintain its position as the best value in the disc "speed up/utility" cartridges.**

**Fast LOAD (now 5-7 times normal speed).** Works with majority of protected software. Can be switched in and out from the keyboard.

**Fast SAVE at 7 times normal speed.**

**Fast Format** takes just 20 seconds.

**Fast Backup** copies an entire disc in four minutes (not protected software).

**Very Fast File Copier** for selective file copying at HIGH speed. Now handles files up to **248 blocks** long.

**Improved DOS commands** (DOS 5.1) makes for easy use of the disc drive. eg. $(RETURN) will LOAD and display a directory without over-writing BASIC. SHIFT RUN/STOP will LOAD "0:*",8,1 etc. **Very, very useful.**

**Incorporates Centronics printer software** (user port) **with CBM graphics** capability (requires user port centronics cable).

**A RESET switch** is fitted. (We have found this to be "unstoppable", it even preserves the tape buffer).

**NO MEMORY IS USED** by this cartridge, it is totally "transparent" and uses special switching techniques.

**"128" and 1570 compatible** in '64 mode.

**PLUS MANY MORE USEFUL FEATURES TO MAKE YOUR 1541 FAR MORE FRIENDLY TO OPERATE.**

**ONLY £19.95**

When reviewing "Quickdisc+" Commodore Horizons said: **"A MUST FOR EVERY 1541 OWNER".**

***NOW EVEN FASTER***

## DISC DISECTOR V5.0

Disc-Disector

Now the **FIFTH generation** of the country's **leading** disc back-up/utility package is available. This latest version includes **many more "PARAMETERS" to handle the latest highly protected discs.**

**"EVESHAM 3 MINUTE NIBBLER"** is the **latest version** of the infamous "Evesham Nibbler" now boasting **even more power and speed. Will now copy even the most highly protected discs in 3-4 minutes.** Handles the latest types of disc protection **completely automatically.** This often involves the use of the **"PARAMETER COPIER"** which adds the vital secret code that the highly protected programs check for (This is the important difference that makes this the best). At the time of going to press this program copied **virtually every disc program available for testing including the latest in games and business software.**

**"DUAL DRIVE NIBBLER"** allows the use of two drives to make **even faster back-ups.** Incorporates device number change software so no hardware mods necessary.

**"NOVA TRANSFER"** will **transfer to disc** the latest Nova Load programs including **multi part loaders.** A very useful utility that also includes routines to transfer "Summer Games II" and "Beach-Head II" to disc.

**"DISCO"** will transfer standard speed load software to disc.

**"TRANS QD"** allows you to save a fast load system to your own discs.

**"DOUBLE BACK UP"** is a **very fast** two drive back up.

As well as these important newcomers all the old favourite utilities which have helped earn "Disector" such a large following are included. These include **Menu Maker (selective), Fast Format, Unscratch, Disc Monitor, Disc Orderly, Fast File Copy, Index, etc., etc.**

The whole package is menu driven and has its own fast boot system built in for your convenience. Pays for itself the first day you receive it.

**ONLY £29.95**

**Customers with earlier versions may return them along with a payment of £9.95 to receive V5.0**

**Programs are CBM 128 and 1570/71 compatible in '64 mode.**

## QUIET DRIVE STOPS

This package incorporates new drive stops for **two 1541s** that will **end for good** the dreaded "woodpecker". The fitting process is very easy and a test program is provided to check the fitment. Helps prevent future alignment problems and makes your drive purr with satisfaction.

**ONLY £4.95**

## ODDS AND ENDS

**STAR NL10C** The best Commodore ready printer, many features including 120cps draft mode, 27cps near letter quality, tractor and friction feed with semi automatic single sheet feed, most functions front panel switch selectable but perhaps most importantly the **interface cartridge is replaceable.** So if you change to another make of computer you simply purchase a new interface to suit.

**ONLY £269.00**

**DISC NOTCHER** Allows you to easily cut a second write protect notch in your discs so that you can use both sides. A very useful gadget.

**ONLY £6.95**

**AZIMATE 3000** Lets you realign the head of your data cassette quickly and easily. Supplied with suitable screwdriver.

**ONLY £6.95**

**3M DISKETTES** The best quality discs, available from us at the price of cheap ones. Buy the best, they last a lifetime. Boxes of ten—

| | |
|---|---|
| **SINGLE SIDE/DOUBLE DENSITY** | **£11.95** |
| **DOUBLE SIDE/DOUBLE DENSITY** | **£13.95** |
| **OR PACKED IN A PLASTIC LIBRARY CASE** | |
| **SINGLE SIDE/DOUBLE DENSITY** | **£12.95** |
| **DOUBLE SIDE/DOUBLE DENSITY** | **£14.95** |

**COMMODORE COMPATIBLE DATA RECORDER** Performs the same operations as the C2N or 1531 but a useful saving. Also includes a pause button (if for use with C16/PLUS4 please state)

**ONLY £29.95**

## AND THEN THERE WAS DOLPHIN DOS

### THE DIFFERENCE IS *STAGGERING*

Like everyone that has had the pleasure of seeing this system in operation you will be amazed by both the speed and ease of use. It is compatible with the majority of commercial software, speeding up both the program loading and SEQ/REL files. Fitting requires the insertion of two sub assembly boards, one in the 1541 and one in the '64/'128. This does not normally entail soldering, although a small amount will be necessary with some machines.

**ONLY £69.95**

If you require further information please send SAE for fact sheet.

**Operates with the CBM 64 or 128 in '64 mode with 1541 disc drive.**

**THE FEATURES**

25x FASTER LOADING (PROGRAM FILES)
12x FASTER SAVING (PROGRAM FILES)
10x FASTER LOADING (SEQUENTIAL FILES)
8x FASTER SAVING (SEQUENTIAL FILES)
3x FASTER LOAD AND SAVE (RELATIVE)
(These figures do not allow for searching)
Easy DOS commands from function keys.
Fast formats 40 tracks giving 749 blocks free.
Centronics driver software inbuilt.
Machine code monitor.
Can be switched out if necessary.

SUBJECT TO AVAILABILITY. ALL ORDERS DESPATCHED THE WORKING DAY AFTER RECEIPT

***All prices include P&P and VAT. Send cheque, Postal Order or Credit Card No. Credit Card orders accepted by phone. Callers welcome. Wide range of goods stocked. Trade enquiries welcome. European orders send price as advertised. Outside Europe £2.00 for airmail. Mail order to Evesham please.***

***EVESHAM MICROS***
***BRIDGE STREET, EVESHAM, WORCS. WR11 4RY.***
**Tel: 0386 41989**

***MICRO CENTRE***
***1756 PERSHORE ROAD, COTTERIDGE, BIRMINGHAM.***
**Tel: 021-458 4564**

VISA

In Australia contact: **MICRO ACCESSORIES of S.A.,** 39b Anderson Walk, Smithfield, South Australia 5114. Tel: (08) 254 6284

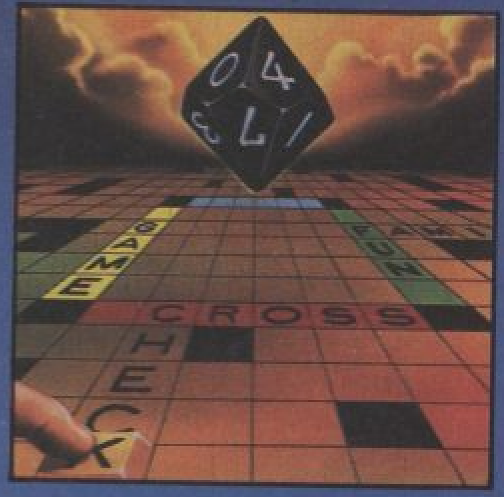
# SCRAMBLE YOUR BRAINS WITH MIND BENDING SOFTWARE

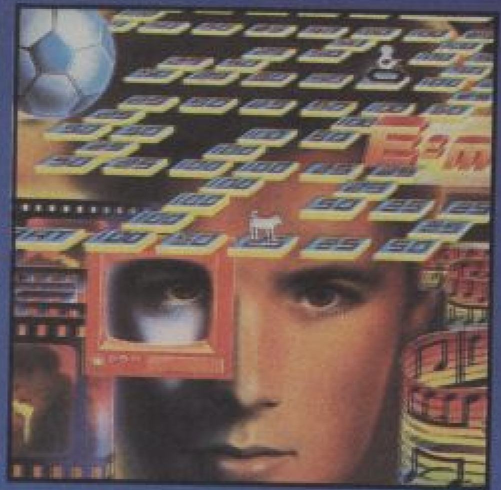
## CROSSCHECK

Here's the ultimate challenge for word game fans. Gameplay is a combination of strategy and crossword puzzling that allows up to four players, including children. Optional word-clue disks are available to provide even more hours of fun.

CROSSCHECK is great family entertainment.

CBM64/128, APPLE .......... £14.99
IBM .......... £19.99





## MIND PURSUIT

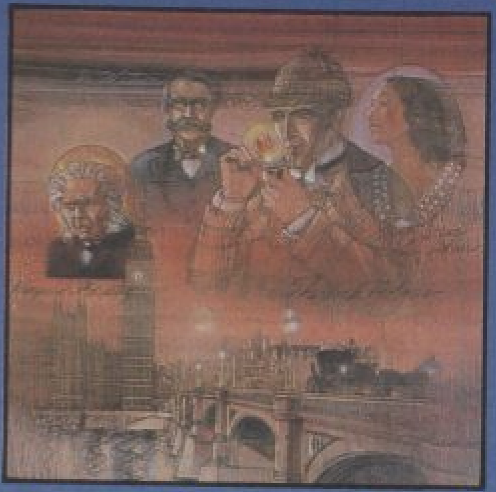
The ultimate test of information and knowledge. Three difficulty levels and an animated game-board option make this new game fun for children, yet challenging for adults. Set the question timer for a tougher game. Up to four individuals or teams can play, making this a game the whole family can enjoy.

CBM64/128 .......... £14.99
APPLE .......... £19.99

## 221B BAKER STREET

Join forces with Sherlock Holmes, travel the streets and alleys of Victorian London, and gather clues that will lead to the solution of some of the most intriguing cases ever faced by the famous detective and his sidekick, Dr. Watson. This adventure-strategy game, complete with 30 cases (additional 30-case disks available), is designed for 1 – 4 players.

CBM64/128, ATARI .......... £14.99
APPLE .......... £19.99






## VIDEO TITLE SHOP

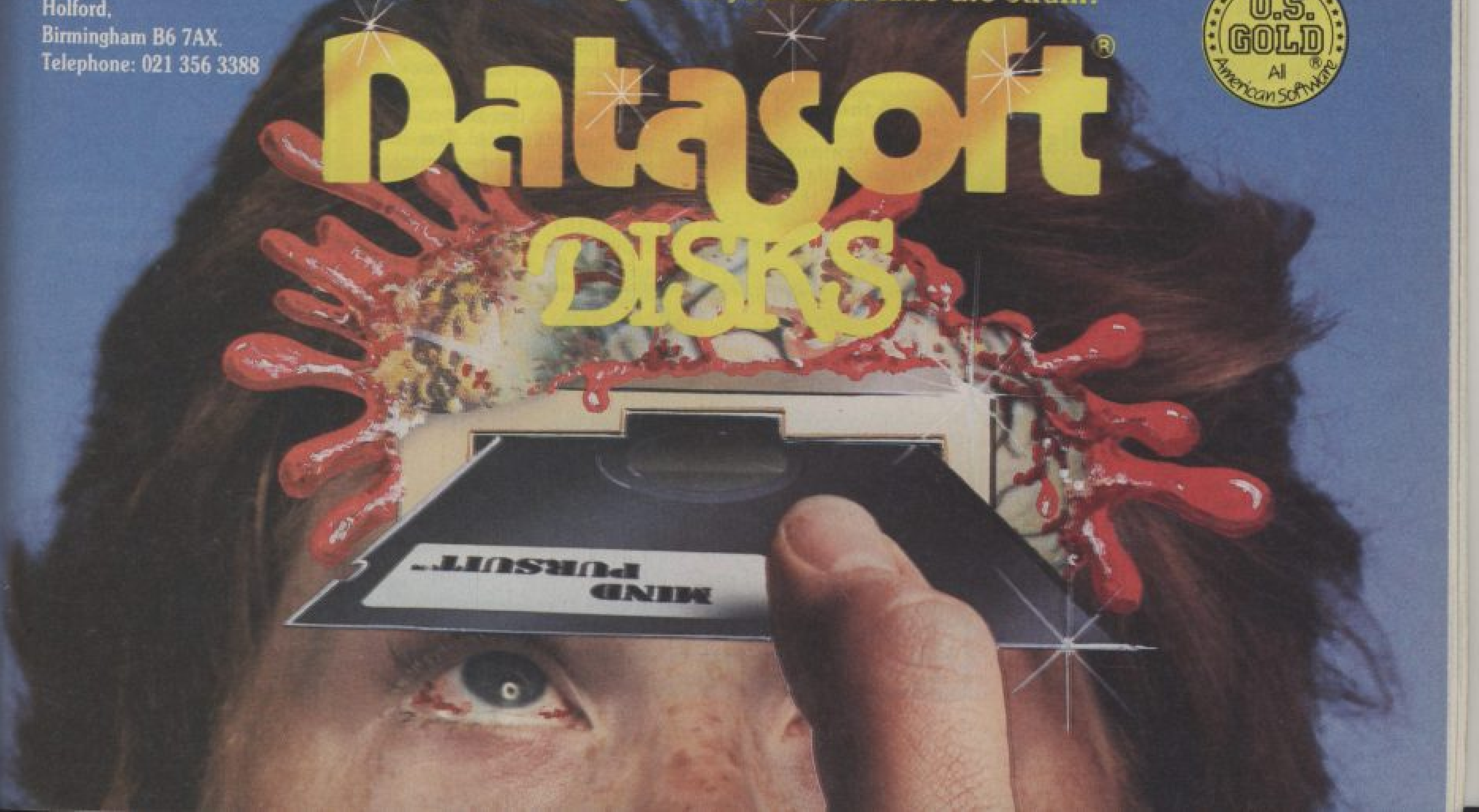
This unique product fills a need for everyone who always wished they could put their own title or descriptive screens into their video tapes. VIDEO SHOP now gives them that capability to create titles in a variety of sizes and type styles to personalise their home or vacation video tapes, or as introductions to shows taped from their TV sets.

CBM64/128, ATARI .......... £14.99
APPLE .......... £19.99

**Sit yourself down, down load your data and you're off on a trail of mind twisting tests. High quality software! High quality challenge! Can your mind take the strain?**

U.S. Gold
Units 2/3 Holford Way,
Holford,
Birmingham B6 7AX.
Telephone: 021 356 3388

U.S. GOLD All American Software®



# INTO THE VALLEY




## THE PAWN

### Rainbird/ Magnetic Scrolls
### GrA
### Commodore 64
### Price: £19.95/cass

It's here — *The Pawn* (on the 64) has arrived! It is the same game as on other machines, yet it's presentation is somewhat different. The graphics system has the same basic features as the up-market versions, with variations. There is a greater difference between 64 Pawn and Amiga Pawn, than between say, Amiga and Atari ST Pawn. On the whole, though, the pluses balance the minuses.

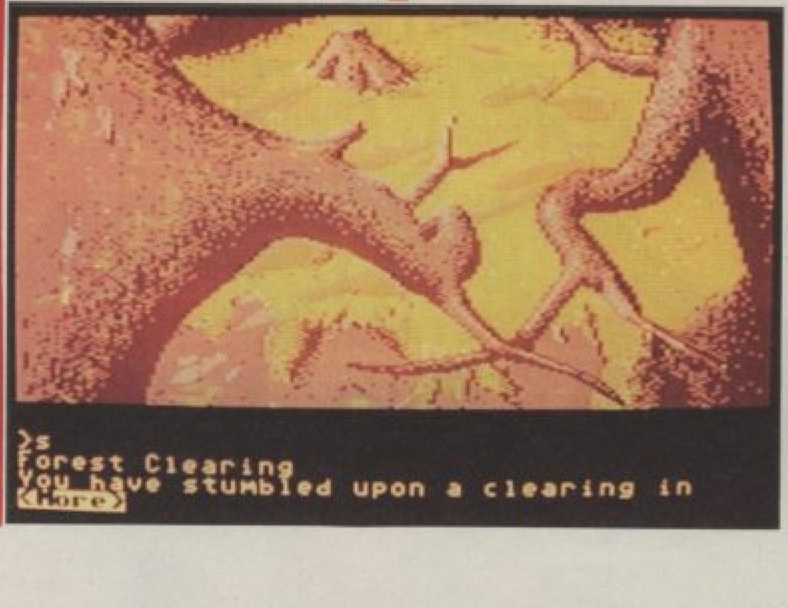
In are the roller blind graphics, but out is the mouse, the pics are controlled through the function keys. F1 turns them off, F5 rolls them up, and F7 pulls them down. In graphics ON mode, they will slide up and down of their own accord, as you move from place to place. The function keys scroll them out of the way manually and each key depression moves the picture up or down two lines of text at a time. As there is no auto-repeat on the keys, a few taps is necessary to roll the picture right off the screen.

As the program responds with text, so the system detects where the base line of the picture is positioned. Only as much text as can be seen below the picture is displayed, with a MORE prompt to hit a key for the next instalment.

A bonus on the 64, is the 'cameo'. In providing this, Magnetic Scrolls have shown their true understanding of the text Adventure player's psychology. We moan about graphics, yet feel we're missing something if we turn them off! The reason for this, is, subconsciously we use the picture to confirm our location, rather than wade through the same text each time we return to a place previously visited. Thus, there is a conflict between graphics loading/drawing time, and time and effort required to read the location description.

Cameos get over this by providing a tiny replica of the full-sized picture, taking virtually no time to display, whilst affording instant recognition of the location. They slide in diagonally from the top right-hand corner of the screen, and are controlled with the F3 key.

**After all the "will it, won't it" have graphics rumours, the Pawn pulls through with the best graphics ever seen on an adventure.**





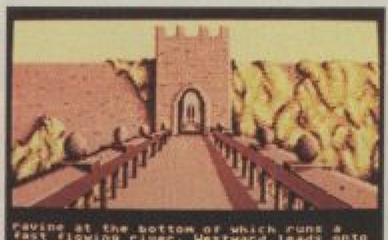


**Looks like Keith Campbell after five pints and a curry. Actually, it's the ghuru — knows everything about the other characters in the game and the meaning of life t'boot.**

**by Keith Campbell**

The only downgrading of the pictures, compared with the Amiga version, is a reduction in the colour content, and a slight loss of detail. Otherwise, they are as faithful a copy of the originals as you could hope for. Even then, some pictures, like the gloomy forest, for example, lose virtually nothing in their C64 rendering.

Typing a complex sentence is often a necessity in *Pawn*, as in TIE THE YELLOW HAT TO THE WHEELBARROW WITH THE JEANS. If you make a simple typing error in entering a command like that, a nudge of the left-arrow key will instantly redisplay it, and put it in edit mode. It can then be edited just as if it were a line in a Basic program. A tap on RETURN sends it back for re-input.



**King Erik's castle — the big boss of Kerovnia.**

The 1541 drive is a notoriously slow beast, and there is no getting away from the fact that the response is anything better than about twice as long as on an ST — I checked it out with the two computers running side by side. However, it is fast for a 1541, and comes out well ahead of the

abysmal response of Infocom's recent *Leather Goddesses*, excellent game though that is.

A feature to set a player's mind at rest is the fact that not only is it possible to copy the two disks on which the game comes, a copy program is actually provided! So there's no ex-

enigmatic Guru, who, when he has stopped laughing at you, will ask you a favour. If you manage that problem, chances are you'll soon be in the company of a bunch of Alchemists, who promise the earth for a lump of lead.

This is a complex game, in which you must often solve one problem to stumble across the next one. For example, it's no good worrying about not having found the dragon (well, there had to be one, didn't there?) if you haven't struggled past the alchemists. In turn, you won't see them until after you have sorted the




**Bob Stevenson is the man who keyed the graphics for the Pawn. Remember the name — you're going to be hearing a lot more of it.**




**The Alchemist's laboratory (Base metals into gold, dummy)**

cuse for a failed disk — take a backup copy before you start. But be warned — this isn't licence for pirates! To complete the game, you will need the Novella that comes with the package, as with the Amiga version. You will need your wits about you, too, for this is not an easy adventure.

Set in the land of Kerovnia, you find yourself wearing a wristband which cannot be removed (easily) though, naturally, you want to! At the start, Kronos, the evil magician, asks you to undertake a simple delivery job. But he doesn't seem to be around to bestow the reward, once you have done his dirty work.

Kronos is just one of many characters you meet up with. Along the way you will come across an

Guru out, and discovered the secret properties of the reward he bestows upon you. And then, when you do find the dragon, you'll probably wish you hadn't! But not to worry, he's an unobservant beast, so you'll soon be pointing in the right direction!

*The Pawn* is nothing if not a humourous game, and one of my favourite parts is an inviting door labelled 'Gone To Lunch'. After much struggling to unlock it, open it, break it down, and generally kick it in, I resorted to the type-in coded clue, and found it was simply a matter of knocking!

However, the story doesn't end there, for a voice explains that only persons wearing a wristband are allowed in, and am I? "Yes," I reply

**That conical tower is important — if you manage to get there before freezing to death.**




in disappointment, to be told to come back when I'd got rid of it! With a sudden flash of inspiration I knocked again, and this time answered "No."

"Liar! Liar!" came the response.

There has been a change of plan regarding the 128 Pawn, and contrary to what I reported in the September Valley, the 128 version will not be on the same set of disks as the 64 package, but will be released separately.

| | |
|---|---|
| **Graphics** | ★★★★★ |
| **Playability** | ★★★★★ |
| **Puzzleability** | ★★★★★ |
| **Overall** | ★★★★★ |

**This decaying forest is near the start of the game and contains an interesting tree.**






**This large boulder has to be moved. But how? Answers on a postcard please.**

So how does the game line up to its enormous hype? Pawn has got to be the Adventure Of The Year for the 64 — it's as complex and texty as an Infocom game, with the bonus of graphics, the like of which have not been seen before in any 64 Adventure. It comes beautifully packaged in a sturdy box, complete with playing guide, poster, and high-quality 60-odd page Novella. No Adventurer will feel complete without one!


If you experienced 'ALTERNATE REALITY – THE CITY',
you'll be thrilled to know...
alternate
REALITY
'THE DUNGEON'
...is now available
STA CHR STR INT WIS SKL HP
13 12 10 14 17 16 20
DISK ONLY
CBM 64/128 £19.99
ATARI £19.99
APPLE £19.99
STA CHR STR INT WIS SKL HP
DISKONLY
CBM64/128 £19.99
Atari £19.99
Atari ST £24.99
Apple £19.99
IBM £24.99
Amiga £24.99
Part One
THE CITY
THE DUNGEON
Second in the series, The Dungeon takes the player to a world beneath The City, shrouded in mystery. Travel this subterranean realm, find that it feeds off your terror and serves it back to you. Rounding a corner may put you face-to-face with the substance of your nightmares. Four perilous levels with monsters to fight, treasure to find and secrets to uncover.
If you yet haven't experienced 'THE CITY', don't worry it's still available, and now also on Atari ST, IBM & Amiga.
THE CITY A role playing fantasy game in which you are abducted by a spacecraft and find yourself in a room with only one exit. Through this doorway you see The City. The panel displays changing numbers representing levels of character. At the moment you pass through the portal the numbers freeze. In The City you will encounter all sorts of strange and wonderful beings. The sun rises and sets, rain falls, and secret doors lead you into unexpected perils.
U.S. GOLD All American Software ®
U.S. Gold Limited, Units 2/3 Holford Way, Holford, Birmingham B6 7AX Telephone: 021-356 3388
Datasoft

# ANOTHER RANGE OF PRODUCTS TO BRING MUSIC TO YOUR EARS WITHOUT BRINGING TEARS TO YOUR EYES

**COMMODORE SOUND EXPANDER** - Add Hi- Tech Digital FM synthesis to your 64/128! Up to 8 channels of astounding FM sounds plus PCM rhythms. Auto accompaniment, Intro/Outro, single finger chords, split keyboard. 12 FM sounds, 12 rhythms plus many demo and riff tunes on software.
**SYNDROMIC PRICE £99.99.**

**COMMODORE SOUND SAMPLER** - 1.4 seconds sampling time/sampling rate 20kHz/looping/visual editing/forward/reverse play/pitch shifting/echo feature with variable delay (20msecs to 2 secs)/MIDI compatible. A great introduction to digital sampling.
**SYNDROMIC PRICE £69.99!**

**JMS RMS-2H MIDI INTERFACE** - MIDI IN/THRU/3xOUT/Control In. Compatible with Commodore/AMS/Joreth/Steinberg/JMS/Digidrum Software. Normally £99.99 -
**SYNDROMIC PRICE Just £49.99.**

**STEINBERG CARD INTERFACE** - MIDI IN/2xOUT **only £45.00.**

**COMMODORE MUSIC EXPANSION SYSTEM** - Contains Sound Expander/61 Note keyboard/plus Sound Studio program allowing step-time and real+time sequencing/MIDI compatible plus screen synthesizer control panel for your own sound creation. 60 preset sounds plus introduction to sound synthesis by Dave Crombie.
**SYNDROMIC PRICE**
**£149.99**
**£159.99!**

**TRACK STAR** - A brilliant new program from Steinberg Research. An easy way to produce professional results from this incredible MIDI software. 8 track polyphonic real-time/step-time sequencer with Punch In/Out, auto-locate, auto record, Tape counter, Tape loop, Quantise, Double Speed plus 4 digital drum sounds, 4 demo songs, 6 demo rhythms and a MIDI interface -
**SYNDROMIC PRICE only £70.00!!**

**JMS MINI MIDI Card INTERFACE** - MIDI IN/2xOUT. Compatible with Steinberg/JMS/Joreth/AMS/Digidrum software. Normal price £39.99 - **SYNDROMIC OFFER £29.99.**

**DO YOU OWN A COMMODORE SOUND EXPANDER?**
Have we got some software for you! The Composer Software allows you to compose, create and imagine your music! Full scoring notation with all eight voices on the stave, real-time and step-time input. The Sound Editor makes programming your FM Expander "a doddle"! Create new FM sounds, play the five octave keyboard now as a synthesiser, Fruit Machine feature allows random sound generation. This program now turns your Expander into a MIDI SYNTH! **SYNDROMIC MUSIC** offer you both programs for only **£24.95!**

**RAINBIRD - ADVANCED MUSIC SYSTEM**
The AMS combines ease of use with incredible facilities. Play sounds in real-time and step-time, edit from the screen, complete control over SID chip. Link your music files together to produce full length compositions; print out your music with lyrics and there's more! The AMS can be MIDI equipped via SIEL/JMS / Passport interfaces. A program that you can grow into. **Normally £39.95 - SYNDROMIC DEAL £29.95**

**JMS 12 TRACK RECORDING STUDIO** - 12 polyphonic tracks, real-time entry, 7600 MIDI events, each track may be transposed, have separate MIDI channel assigned, looped, volume relative for each track, listed and printed, quantised from 1/4 to 1/32, editing on every track, Punch In, Mix down, tempo range 40-200. Easy to use - professional results. Normally £99.99 -
**SYNDROMIC SPECIAL £49.99.**

**JMS SCOREWRITER** - Turn your Commodore instantly into a complete MIDI recording studio/Sequence Chain/Scorewriter with this complete EPROM kit containing the 12 Track Recording Studio with the ability to link a series of sequences from the 12 Track together. Different tempos and time signatures can be linked, sound programs may be programmed allowing complex and varied compositions to be created. Added to all this is one of the finest scorewriters allowing complete printing in musical configurations to be printed out. Easy to follow with exceptional results! The normal price of this package is £339.99 - a once in a lifetime offer from **SYNDROMIC MUSIC at Just £139.99.**

**TRON DIGIDRUM 3** - There might be cheaper imitations but the Digidrum is the BEST! Real 'live' drum samples, easy visual programming and editing/51 patterns and 10 songs in memory, New inter-active Editor allows you to mix samples together, perform a volume mix-down of the 8 samples in memory, change the envelope of any sample. Create your own custom kits (disk version). Over 30 samples included on initial software with a further 100 samples available from the Digidrum library.
**SYNDROMIC MUSIC PRICE £79.95.**

**TURN YOUR COMMODORE SOUND SAMPLER INTO A FULLY FLEDGED DRUM MACHINE**
This new program for the Sound Sampler allows you real-time and step-time input with a complete range of sampled drum sounds. POLY DRUMS lets you create patterns and songs, sample your own sounds and POLY DRUMS will send out MIDI clock pulses so that you can incorporate your Commodore into a musical set up!
**SYNDROMIC MUSIC CAN SUPPLY POLY DRUMS TO YOU AT JUST £19.99**

**STEINBERG SYNCHRONISER** - **only £40.00.**

**STEINBERG PRO-16** - The very best in MIDI software from Steinberg Research. Easy to use 16 Track polyphonic sequencer. Complete clock, sync functions, Hyper-Quantize, input filter for pitch bend and after touch, MIDI Thru while recording, separate delay for all 16 tracks and clock-outputs, MIDI songpointer, alternate output configurations. This system can be expanded to have a scorewriter and visual editor and the new Edit Kit allowing note and drum pattern editing for the Pro-16. This software runs through SIEL/JMS/Steinberg Interfaces.
**SYNDROMIC PRICE Pro-16 £100.00/Edit Kit £30.00./TNS £130.00 Eprom version available.**

**STEINBURG COSMO**
Visual editing for Casio CZ Synths. Total control over Parameters and Wave Forms, Edit/Compare functions, prints out your sound library, Bank Loader handles nine banks each with 16 sounds. Comes complete with 128 new sounds!
**SYNDROMIC PRICE £77.50**

Please Note: The above prices include VAT/Postage & Packing for the UK only!

Address

Postcode

TOTAL AMOUNT OF ORDER inc postage if applicable £.......... I enclose postal/money/bankers order/cheque made payable to SYNDROMIC MUSIC to the value of £..........

If ordering via ACCESS - Call 01-883 1335 for immediate clearance.

SYNDROMIC MUSIC

**'Creative music for creative people'**

Overseas Postage Surcharge:
Europe - Hardware £4.00/Software £2.00
Elsewhere - Hardware £7.50/Software £4.00

Please tick the product box that you are ordering and circle the appropriate disk or cassette logo so that we may process your order efficiently. Photocopy or tear out the entire page and return it with your payment to SYNDROMIC MUSIC, 24/26 Avenue Mews, London N10 3NP. Telephone 01-444-9126.

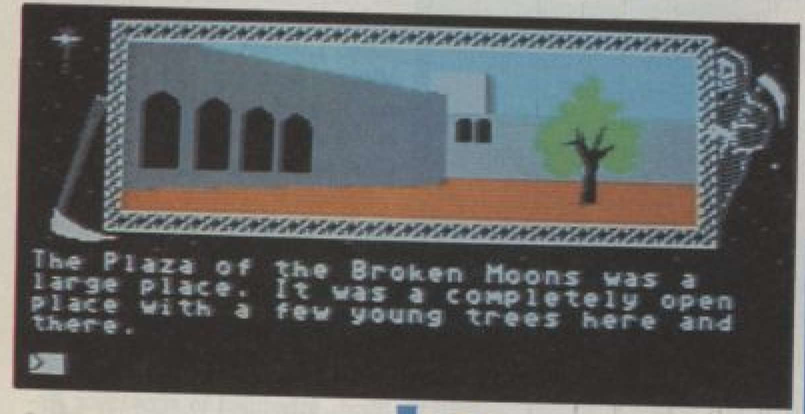
CU1

INTO THE VALLEY

# COLOUR OF MAGIC

**Piranha/Delta4**
**GrA**
**Commodore 64**
**Price: £9.95/cass**

Screen Star




Set on a Disc-world on a turtle's back. Sounds weird.

Rincewind, an inept magician, is quietly sipping a small beer in the The Broken Drum, when a tourist arrives, seeking a night's rest. Strange, think the locals, that he reads everything he says from a little book he carries with him. "I wish for an accommodation, a room, the lodging house, full board . . ." The landlord is puzzled, and so Rincewind tries out his hand at languages, eventually discovering that the stranger, Twoflower, is actually speaking in Heathen Trob.

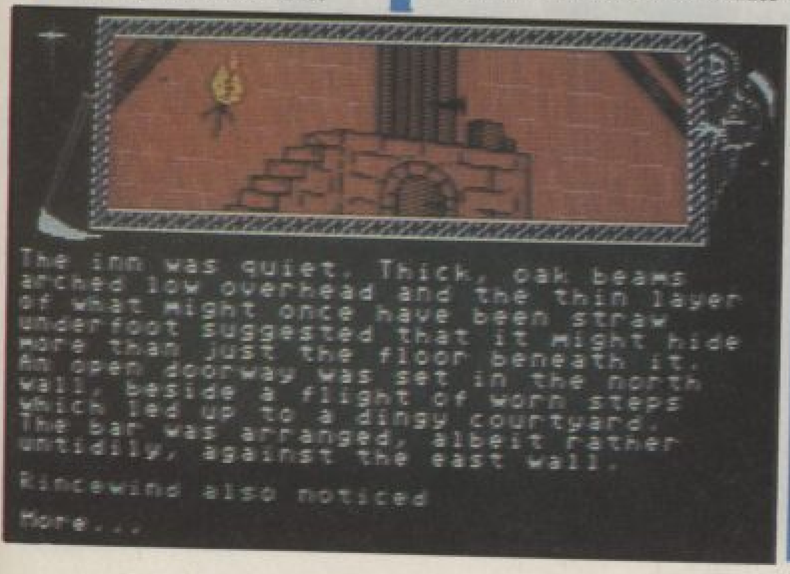
Delighted to be communicating at last, Twoflower invites Rincewind to be his guide and interpreter during his stay, and pays him 6 gold Rhinu. Such unheard of wealth spreads like wildfire in the city of Ankh Morpork, whilst the scheming Rincewind notices that there is a lot more where that came from.

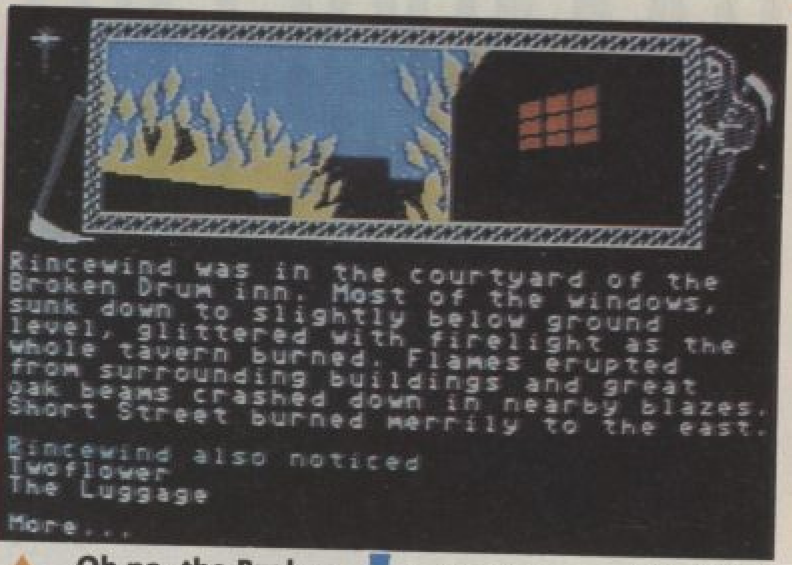
Whether or not he will be able to get his hands on it is doubtful, for it is contained in the rather curious luggage accompanying the tourist. Made from Sapient Pearwood, the trunk is probably more valuable than its contents, and conveys itself after its master, on hundreds of little legs. Inside its lid are great sharp teeth, that are likely to snap shut on any unauthorised hand dipping inside.

And so Rincewind finds himself giving Twoflower a guided tour of his part of the Disc-world. The spinning disc-world is carried through the universe on the back of a giant turtle, Great A'Tuin.

Not being spherical like most other worlds, compass directions are a little unusual, and in the Adventure game by Delta 4, based on Terry Pratchett's book, you will find that the usual directions of North, South, East and West, do not exist. Instead, you will have a choice of Hubwards, Rimwards, Turnwise and Widdershins. This, of course, will all be very confusing for the ardent adventurer trying to make a map — but I recommend standing the paper on its edge, and working from the far end, through.

Inside the Broken Drum — trust KC to take a screen shot of the pub location.




Oh no, the Broken Drum is ablaze, the Fosters will be ruined.

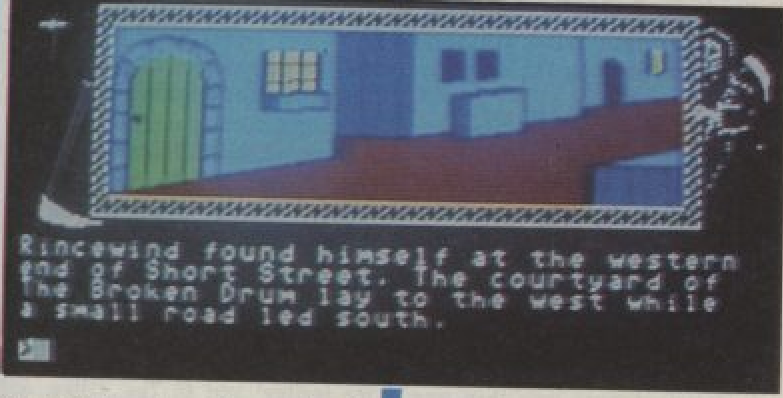
Ankh Morpork is nothing if not a dangerous and chaotic place, and as Rincewind commences his duties, he is frustrated by Twoflower's naive interest in a fierce tavern brawl, and other potentially fatal events. Before long, the Broken Drum is ablaze, and Rincewind is charged by Twoflower with getting hold of a couple of horses, so that they can escape the burning city through the Widdershin gate. Twoflower, it seems, is convinced that all that befalls Rincewind and himself is harmless — all laid on purely as a tourist attraction. He wants to capture the events with his iconograph, a device that produces instant pictures.

If you haven't come across one of these devices, let me explain that it consists of a little wooden box, inside which sits a picture imp, with palette and paintbrush. Unfortunately, a visit to the whore-pits leads to a shortage of pink, leaving the imp to semi-redundancy, when he sits atop the box, smoking a pipe, and commenting on life on the disc-world in general.

There are graphics at the more interesting locations (why no picture of the whore-pits, Fergus?) and they are nicely drawn. Once shown, each picture will only repeat if the LOOK command is used. In addition to tape or disk saves, RAM save is offered, making recovery from death a simple task for the prudent player. The game was originally planned to be a three-parter, but Fergus McNeill, finding he couldn't squeeze it all in, expanded it to four parts, each loaded in seperately. A saved position from the previous part is required to get going on parts 2-4.

Don't expect an easy adventure just because it is fun! To start with, the wording can be a little difficult, and the best thing to do is to take your cue from the text — bearing in mind that before speaking to a character, a preliminary command of TALK TO — must be entered. Saying the right thing to the right person is undoubtedly one of the most difficult aspects of playing. But there are also plenty of problems within the game itself, to keep you guessing.

Main character is called Rincewind — sounds like washing powder to me.




With skilful use of the Quill, Fergus, along with his Delta 4 colleagues Judith Child and Colin Buckett, have created a superb interactive adaptation of the book, in which the original mood and humour, and much of the detail, come through unscathed.

**By Keith Campbell**

| | |
|---|---|
| Graphics | ★★★ |
| Playability | ★★★★ |
| Puzzleability | ★★★★ |
| Overall | ★★★★ |

# CAMPBELL'S COMMENT

**Big C takes an awayday from the Valley this month to enter into the dungeon that is the PCW Show. Mingling with the Big Names in adventuring, he files this in depth report . . .**

The PCW Show at Olympa is where adventure folk let their hair down once a year.

Occupying a strategic positior in the National Hall, the foremost stand, was, of course, the Commodore User Corporate Palace, with its dry 'hospitality unit' in the back. Malvern spring water was on offer, a poor substitute for the genuine Perrier, I always think.

Friday was the champagne day — when my other favourite magazine *(Playboy? — Ed)* C&VG celebrated its fifth birthday. Big Ex CU ad man — Gary 'porker' Williams pushed the boat out with a crate of bubbly.

Pretty soon adventurites were swarming all over the stand as the word went out that the 'dry' hospitality suite was getting wetter by the minute. Yours truly got an eyeful of the stuff from wine waiter extrordinaire — Mike Pattenden, an expert in champagne-cork extraction.

Spotted quaffing the free fizz was Fergus, the Boggit of Swanmoe, whose polystyrene beaker had been less than satisfied by the outgoing bottle.

Fergus was nominally resident on the Piranha stand, stopping a preproduction *Colour Of Magick* from crashing at the hands of the adventure punters. Popular belief was that he spent most of the show waiting to witness the first strike in the tankful of real live piranhas.

One hesitates to suggest that he was spending more time than was healthy for him in the veritable offlicence said to be installed at the back of the stand of his other publisher — CRL. 'Back' is really a misnomer, for the stand had no front to it!

Now why should our young star from Delta 4 hide himself away like that? Perhaps the reason can be deduced from the fact that CRL are also St. Bride's publishers. The misses Priscilla Langridge and Marianne Scarlett, from that famous seat of learning for young ladies in gym-slips, were very much in evidence at the Show.

The ladies definitely stole the show this year, for besides the two lunatics from Donegal, the lahdi dah Anita Sinclair (of Pawn fame) was spotted enthusing about her new game to namesake Clive Sinclair. Yours truly, it turned out, was currently no longer her favourite adventureperson. By plugging Guild Of Thieves, I, according to Kerovnian logic, had unplugged Pawn. Tony Rainbird, it seems, had not had the foresight to provide an in-stand coffee facility, and so The Valley, as ever, came to the rescue, with an early morning hangover-buster for our guru of the parser, and a facesaver for me.

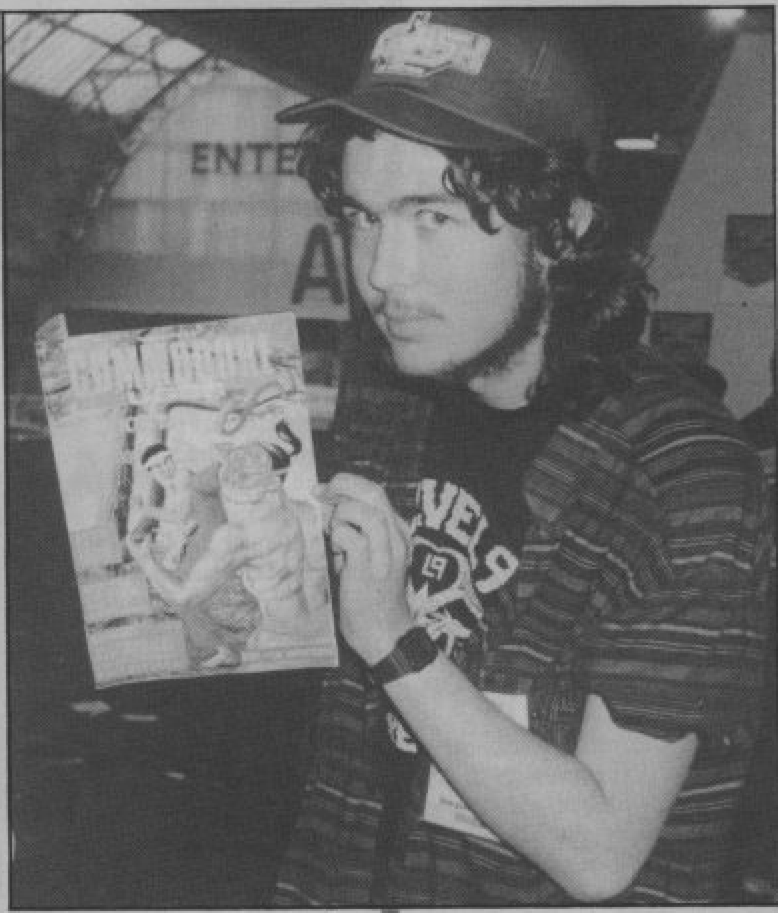
With foot safely removed from mouth, I noticed, wandering around the Pawn Shop from time to time, the schizophrenic Mike Austin, owner of Level 9. Back at his own stand, a double-take was the order of the day, for it was graced by none other than new Level 9 programmer, John Jones-Steele. His talk of negative Mordon's Quest royalties from Melbourne House almost prompted me to give him some loose change for a cup of tea. Times were obviously hard — JJ had been reduced to wearing industrial protective clothing in the form of a sweat shirt bearing his boss's logo.

Talking of hard times, just along from Level 9 was a veritable treasure chest of adventure games and other goodies, under the title: 'Software Gallery'. Proprietor of this electronic emporium was adventure author and publisher, Mike Woodroffe of Adventure Soft. Between shouts of 'Roll Up! Roll Up! Get your ad-ventures 'ere!" he confided: "These Olympia people charge the bleedin' earth to build a flimsy stand. I knocked up this counter myself. In the garage, last weekend. Brought it down in the back of the estate. What d'you think?" Rumour has it he was last seen flogging off unsold stock from a barrow in the Portobello Road.

Dodgy Geezer Trevor Jones came over for a natter in his latest guise as East End Wide-boy, for the launch of his latest game — *Dodgy Geezers*. Trevor is one half of the Leever and Jones partnership that brought you *Hampstead*. The boys have come down in the world a bit in the hope of cashing in on the current fad for all things Cockney, need we mention Minder, Sam Fox and Only Fools and Horses? (no, Ed.) The boys are sure it will do the same for them too. Good on yer Pete and Trev.

Prominent among the missing faces at the show, were Scott "Spider Man" Adams and Steve "Leather Godesses" Meretsky, from the USA. A whisper in my ear said Scott was busy signing up a deal with Marvel Comics for his new company. And Steve, scheduled to appear for Activision, was apparently still standing in a black circle at the airport, waiting for something to happen.

Normal service will be resumed in 'Comment' next month when I will be having a good old gripe about something or somebody.



**Fergus McNeill — no Commodore User, no comment.**

**Head of St Brides, Marianne Scarlett, with her new compact disk player.**



# VALLEY Rescue

## PLEASE HELP . .

"What do you do if somebody asks you about an adventure you've never even heard off?" asks Johan Rosenlind, of Vasteras, Sweden. Panic, Johan, that's what! And it does happen quite a bit!

Take Suzanne Embury of Stoke-on-Trent, for example. She needs a gentle shove in the right direction, but is playing one of those very games! Suzanne is playing *Runefall*.

How can Suzanne get the deaf piano-tuner out of the Arch-Lord's grand piano, and how can she get past the Swooli-bird's nest with the crumpets? Privately, Suzanne hopes the latter problem involves inflicting violence on the bird in question, since it has been a right pest and deserves what surely must be coming to it. Suzanne sent in some nifty tips to do with the slots in *Starcross* (see the Clues section).

Far better, I suppose, to take public transport, and let the driver worry about the course! If you can find it — for A. Minshull is waiting in vain to catch a stagecoach. He doesn't even know where to go to catch one! He's playing *Wild West*. Unable to get started with Part 1, he decided to load Part 2, and managed to build a totem pole. Again he got stuck. There seems to be a lot of people unable to do anything worthwhile with this game — has anyone actually COMPLETED it?

What can be more frustrating than rescuing a maiden and disposing of her captor, and then not being able to make a getaway? A pit is preventing Tim Phelan from escaping the *Castle of Terror*. Any ideas, anyone?

Up to some dirty tricks, by the sound of it, is Neil Strathaven. He is pondering over a sewer cover on *Troops* — he wants to remove it. But how can he do so without being arrested by Arcadian surveillance, asks Neil who is from the *Rebel Planet*?

Is it reasonable to expect to get 100% score before completing an adventure? Of course, we all know that you can finish *The Hobbit* with less, or even more, than 100%. But how about *Empire of Karn*? Tom Cole, of the Sgt's Mess at RAF Gatow, comes to the rescue of John White this month, (see Clues section), but doesn't know if he has completed the game or not!

He has scored 98.6%, and wonders if he is actually at the end, as he seems unable to do anything more.

To Ian Lowe, whose letter I had answered before discovering he hadn't put an address on it! Wait for Zelda and Timandra before climbing into the castle; bail the boat with the chalice, and test a rope tied to a stalacmite twice, before climbing it!

And finally, here's something special for C16 owners who have a sneaky streak in them. If you are playing *Classic Adventure*, and are not above cheating, John Van Der Leer, of Dordrecht in Holland, has this advice for you: after picking up the gold nugget, press RESET while holding down RUN/STOP. Restart by typing G1000. If the bird has accidentally been eaten by the snake, get it back by going by another location and typing DROP BIRD, whence it will re-appear, and you will be able to take it again!

## NEWS • NEWS • NEWS

This month, Paul Coppins, the famous Adventure-cruncher from the C&VG Adventure Helpline, joins the Valley, to help Adrian Bott, Daniel Gilbert, and myself, to answer your problems. This gives us a wider range of games played, to help all those who venture into the Valley without a safety canopy! It is one thing to answer questions from a database of clues, but there is nothing quite like having played the game to get the 'feel' of the problem, and thereby provide a more intelligent response.

In their turn, Adrian and Daniel will be helping with the C&VG Helpline. They've already gained experience in answering Adventure problems — the hard way, in a three day stint at the PCW Show! We now have a formidable team.

Meanwhile Adrian is off to start a degree course at UMIST, and will soon be writing to you in a Mancunian accent!

## A CLOSER LOOK AT . . . ZORK 2

Adventures are complex games, and often a player's problem will prove difficult to answer fully, without spoiling much of the game. Zork 2 is a case in point.

Fairly early on in the game, the player will come across the Lizard Door — a door with a live lizard's head embedded in it. He just won't let you in! Then there is the unicorn, with that fascinating golden key dangling from its neck — could that just be the key needed for the lizard door? And what about the immovable Menhir? There has to be a way of shifting it — surely?

If you are so clever as to have solved the diamond-shaped window problem early on, then what are you to do with Cerberus — the multi-headed hound?

OK — so you haven't the faintest idea how to go about solving one or all of these problems? Don't worry some of the answers are buried behind some of the problems, so there is no way you are going to solve them, except in the right order.

Without giving too much away, here are some guidelines on the strategy needed to tackle the adventure. You can't move the Menhir until you have got the Wizard's wand. You can't get the wizard's wand, nor deal with Cerberus, until you have opened the Lizard Door. You can't open the Lizard Door until you have answered the riddle, and finished what leads from it. You can't get the key before dealing with the Dragon!

Opening the Lizard Door is one of the key actions in the game. If you haven't managed it yet, then, your main line of attack is to follow through after answering the riddle, and solve all the problems beyond it, first! This should give you the means to put the Lizard to sleep.

Off you go then — you've got till breakfast time!

## RESCUE SERVICE

**VALLEY TO THE RESCUE!**
**Here are the clues for help in the games currently being played by Commodore users!**

**STARCROSS:**
**The yellow slit is connected with the lighting. The red slots control atmosphere, and the dots by the slots represent the molecules of the substance to be emitted if a rod is inserted.**

**EMPIRE OF KARN:**
**To escape Eldahli's chamber, sit on the carpet and say the magic word!**

**HAMPSTEAD:**
**Clothes, a magazine, and a bracket are all needed for good rail connections.**

**HITCH HIKER'S GUIDE:**
**Put gown on hook, cover drain with towel, block panel with satchel, place mail on satchel, and push button! What a way to fish!**

**ZORK 2:**
**Can't answer the riddle, or get very far beyond it? Well, well! Pass the teapot . . .!**

**PILGRIM:**
**Examine the apothecary's wall, and get angry with it for a cure.**

**HULK:**
**Take two of the doctor's words, and utter them outside the underground room, before entering. Have a good breakfast before scratching around.**

**THE HELM:**
**A lens will help to see the needle.**

**KENTILLA:**
**Give Elva a cutting present.**

**THE BOGGITT:**
**Read the diary to get out, and LUX for the trolls!**

**DATEL ELECTRONICS**

## THE NO 1 NAME FOR COMMODORE




# THE ULTIMATE BACKUP CARTRIDGE IS HERE

**ACTION... REPLAY MK II**

**NEW IMPROVED VERSION**

**FOR C64/128** *ONLY* **£24.99** POST FREE

- Stop the action of your game and make a complete backup to **Tape** or **Disk**
- Action replay works by taking a 'snapshot' of the program in memory so it doesn't matter how the game was loaded — at normal or high speed — from Tape or Disk.

**Just look at the features, no other unit can offer such value.**

☐ TAPE TO TAPE ☐ TAPE TO DISK ☐ DISK TO DISK
☐ DISK TO TAPE ☐ ALL BACKUPS WILL RELOAD AT TURBO SPEED AND RUN INDEPENDENTLY OF THE CARTRIDGE.
☐ SPECIAL COMPACTING TECHNIQUES TO SAVE ON DISK SPACE.

**PLUS**

**FAST LOADER SYSTEM**
**Two Cartridges in One!!**

Yes at the flick of a switch you have a fast load cartridge that will speed up your normal disk load speed by 5-6 times.
Special switching hardware makes the fastload invisible to the system: — Uses no memory.

### UNIQUE CODE INSPECTOR FEATURE

- Stop the action with the button then inspect any area of memory in it's "Frozen" state including all VIC + SID REGISTERS ETC.

**SO SIMPLE TO USE.** Just load your game as normal. When it progresses to the point at which you want to save it, simply press the button then:

- Press 'D' to save to disk to reload at high speed.
- Press 'S' to save to disk to reload at normal speed.
- Press 'T' to save to tape to reload at high speed.
- Press 'C' to enter "Code Inspector."

THE PROCESS IS FULLY AUTOMATIC — JUST GIVE THE BACKUP A NAME

**100% SUCCESS?**

EVEN THE LATEST PROTECTED PROGRAMS

Action Replay is under constant development to stay on top of latest releases. No other product will cope with as much software as Action Replay — despite our competitors claims.
In fact in our most recent tests we could not find any memory resident program that could not be backed up!!

***WARNING***
Action Replay is designed for the user to make backups for their own use — Datel does not condone piracy.

**EVEN MULTI-STAGE PROGRAMS**
☐ Now programs that load extra sections can be transferred from tape to disk.
☐ Works with most programs Nova + Standard System.

**HIRES SCREEN DUMP**
☐ Any hires screen from your favourite games can be saved to disk.
☐ Compatible with many graphics packages including Blazing Paddles, Koala etc.

**UPGRADES**
**Mk 1 Action Replay can be upgraded for £8.50**

## AMERICA'S BEST SELLING DISK BACKUP SYSTEM NOW AVAILABLE IN THE UK!

# FAST HACK'EM (TM)

BY
MIKE J. HENRY

**£19.99** POST FREE

**SIMPLE TO USE FULLY MENU DRIVEN**

## FOR THE COMMODORE 64/128

*A MULTI-MODULE SYSTEM - ALL ON ONE DISK*

**FAST HACK'EM IS QUITE SIMPLY THE BEST DISK COPYING SYSTEM AVAILABLE, ANYWHERE AT ANY PRICE.**

### SINGLE 1541 MODULE
- AUTO NIBBLER: Copy an entire protected disk in 3 minutes. Automatically senses type of protection and treats it as normal data to produce working copy.
- NIBBLER: Copy and entire disk in 2 minutes. As above but parameters can be set manually.
- FAST COPY: Copy a disk in under 2 minutes.
- FILE COPY: Copy and file in 9 seconds.
- FAT TRACKER: Fat tracks are amongst the latest forms of protection. This mode allows you to produce a fat track on the disk.

### SINGLE 1571 DRIVE (64 OR 128 MODE)
- FAST COPY: Entire 1571 disk in under 1 minute.
- SINGLE OR BOTH SIDES: Will copy C64 or true 128 software.
- C64 or 128 Modes.

### TWIN 1541 DRIVES MODULE
- AUTO NIBBLER: Copy an entire protected disk in under 1 minute. Features auto track/sector analyzer.
- FAST COPY: Copy entire disk in 36 seconds! or 56 seconds with verify.
- AUTOMATIC FASTCOPY: As above but with completely automatic operation. In fact once set up doesn't even need the computer. A must for duplicating disks on a large scale.

### 1541 PARAMETERS MODULE
This is the module that gives Fast Hack'em its power. The parameters module contains dozens of "Parameter Keys" that are used to unlock those heavily protected programs. Each parameter is designed for a particular software brand or even a particular program. Other copy programs may make strong claims - but without special parameters they just can't cope. Datel will be offering updates to Fast Hack'em on a quarterly basis, featuring 20-50 new parameters plus other improvements as the're made. Prices to be £6 plus old disk.

**SOFTWARE HARDWARE SUBMISSIONS**

If you have a program or hardware project or just the idea for one. Why not submit it to us for evaluation. We pay top royalties or outright payment.

**BECAUSE FAST HACK'EM IS PRODUCED IN THE U.S. IT WILL ALWAYS BE ON TOP OF THE LATEST PROTECTION TECHNIQUES. SINCE MANY OF OUR LATEST PROGAMS APPEARED IN THE U.S. MANY MONTHS AGO.**

**DEALER ENQUIRIES WELCOME**

**SPECIAL OFFER!** QuickShot™ II ONLY **£6.99** or for C16 including Interface **£8.99** POST FREE

****WARNING****
FAST HACK'EM IS A VERY EFFECTIVE PRODUCT DESIGNED TO ENABLE USERS TO MAKE BACK UP FOR THEIR OWN USE — DATEL IN NO WAY CONDONES SOFTWARE PIRACY.

**How about the dynamic duo? Action Replay and Fasthackem together — £39.99**
**Also Action Replay and Disk Mate II together on the same cartridge — Only £34.99**




**Three boxes, three plugs — no extra wiring since signals are sent through your home's mains circuits.**

# Control to

## Red Boxes for the 64/128

Be the envy of your friends with an automatic computer-controlled home. All you need is Red Boxes and a Commodore 64. Is it really as simple as that?

**Controlling things around the home has always been hyped as a good and 'serious' use for your home computer. Trouble is, the idea of letting your 64 control things like heating, the lights, cooking and the burglar system has remained more a dream than a reality. That's because early systems needed the computer to be linked permanently and required you to be an electrical boffin to install it. Red Boxes are different; they're simple to use and don't hog the computer. So will they catch on?**

Industry has been using computers to control machinery etc for many years, but now you can utilise the power of your micro to control appliances in your home.

*Red Boxes* provide a complete computerised control system for domestic electrical appliances and security, and they don't tie up your computer while they're working, or need special wiring.

It works like this: at the heart of the system is *Red Leader*. Red Leader is actually a computer complete with its own Basic interpreter and memory. You write programs for Red Leader by using your 64 as a terminal (a bit like using Prestel). Once a program is running, your 64 can be disconnected and put to other uses, like *Fist 2* or *Gauntlet*.

*Red One* is a mains switch, designed to plug into a wall socket while the appliance to be controlled (an electric kettle or table lamp for example) plugs into Red One. Any piece of equipment that would normally be plugged into a wall socket can be controlled in this way.

Red One needs no wires connecting it to Red Leader. Almost magically it transmits and receives its instructions along the mains wiring of your house. This is perfectly safe and, in fact, nothing new!

*Red Two* works in the same way as Red One, but instead of switching things on and off, it senses moving heat sources (human beings make ideal subjects), and can be used as part of a burglar-alarm system, or to turn on a light when someone enters a room.

After unpacking the units (bright red in colour and very sturdily built) and reading the lengthy instructions, I was ready to check them out. Red Leader was connected up to the cassette port of my ageing Commodore 64, and after pressing shift/Run-stop, turned on the mains. This cleverly down-loads the operating software as if it were on cassette instead of on a ROM inside Red Leader. Just a couple of minutes later, I was ready to go.

The screen I was presented with contained a menu of options and would later display the current status of up to 16 Red Boxes.

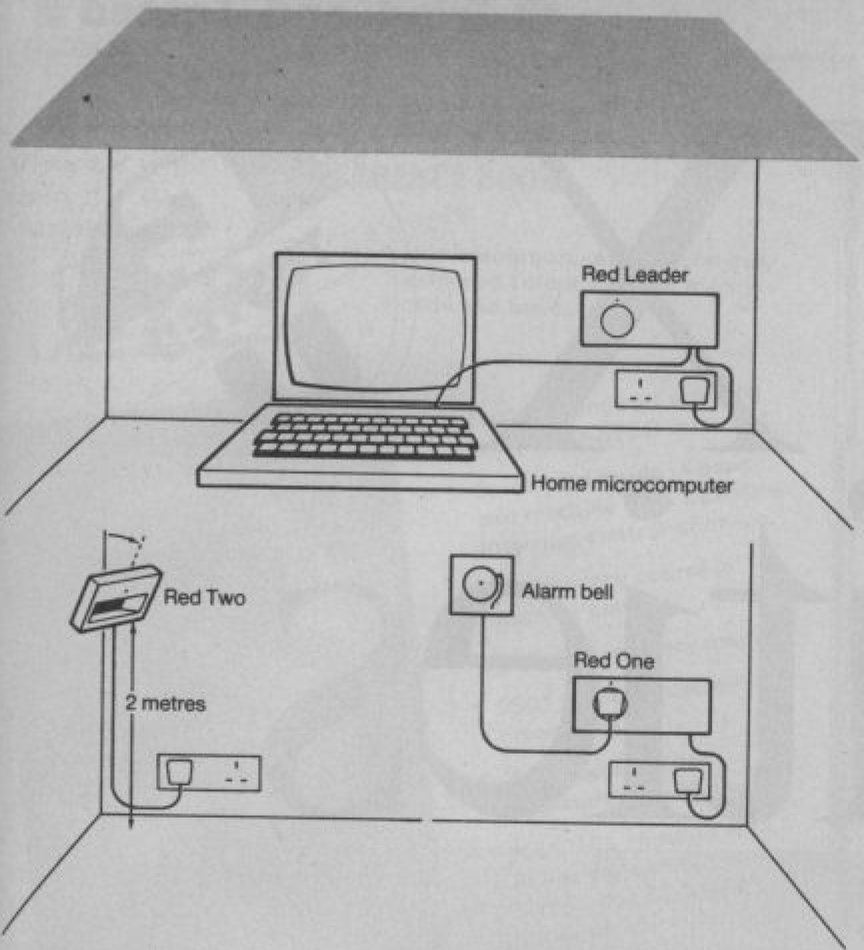
The next step was to install Red One. I decided to use Red One to switch a table lamp on and off and tapped in the security code for that particular box. Security codes are necessary to prevent your next-door neighbour's Red Leader system interfering with yours.

After the code was entered and Red One powered up, the system was active. Telling Red Leader to switch on the table lamp couldn't have been easier. Simply select SET from the menu and type ON. After a couple of seconds, the LEDs atop both boxes flickered briefly and the table lamp came to life.

Installing Red Two was just as easy and immediately its LED started flashing as I moved around the room. Even small movements from the other side of the room were detected although I found I could cheat it by moving very slowly. If I set Red Two OFF from the control program, the next time a movement is detected, Red Two's status will change to ON.

The control program is little more

C U Tried & Tested




**The possibilities of home control are only limited by your imagination.**

# Red Leader

## reviewed by Fred Reid

than a timer. After setting the real-time clock, you can program each device to turn on and off at preset times. The program is really only a demonstration of what the system is capable of. To write your own programs, you will need to select the QUIT option from the control program menu. From here on, you are writing direct to the memory inside Red Leader, and any program you write can be executed even with your 64 disconnected.

For example, the following program will flash a lamp plugged into Red One on and off repeatedly:

```
10 FOR I=1 TO 500
20 TELL (1,ON)
30 FOR I=1 TO 500
40 TELL (1,OFF)
50 GOTO 10
```

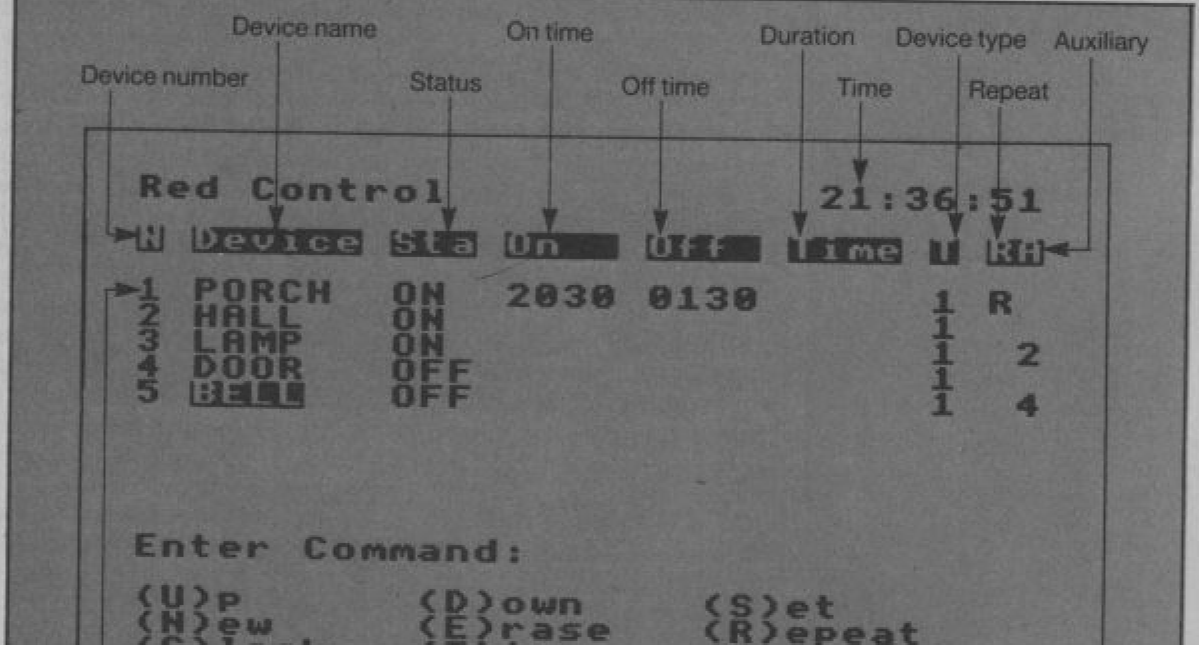
Programs can be saved to cassette, although this involves swapping cables back and forth. Because most applications of Red Boxes will involve timing, Red Leader automatically keeps track of the time, day, date, month and year. You could, for example, tell Red Leader to turn on your electric blanket for one hour at 9.15 every evening except Wednesdays, or run more complex systems involving security. The applications are really only limited by your imagination.

The system shows its first real weakness here. Because you are writing direct to Red Leader, you lose our on your 64's excellent screen editor. The only way you can edit a program line is to type it in again!

The manual describes how the system works before detailing the control program, with the greater space allocated to Red Basic. The installation instructions are clear and precise with numerous diagrams to help you. But the section dealing with Red Basic is somewhat brief and clumsy. A handy fault-finding guide and index completes the package.

I was immediately impressed with this package, from its potential capabilities to its high manufacturing standard and presentation. When dealing with mains voltages, safety is always a major concern, and one should apply a little common sense when setting up Red Boxes: don't set an electric fire to come on when you're out of the house! No mention of the not-so-obvious do's and don'ts in the manual, so be doubley careful.

Practically, though, I don't think the public at large are ready for this sort of thing yet, you've only got to blow a fuse and the whole thing needs to be reset! Despite that, Red Boxes must be the best attempt at easy home control we've seen so far. But can you afford it?




**Red Control Program can be set on one screen.**

- **Red Boxes**
- **Commodore 64/128**
- **General Information Systems**
  **Tel: 0480 87464**
- **Price: Starter pack £133**
  **Red One/Two £36.95**

# EPYX Utilities

**reviewed by Fred Reid**

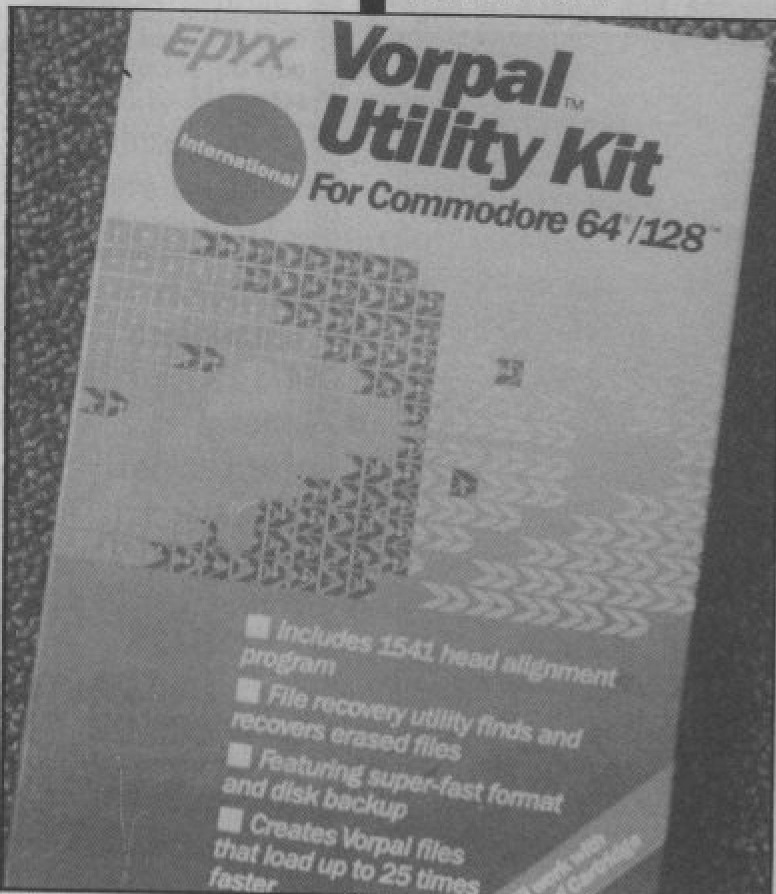
Not content with our own 64 utilities, we're now getting them from the States. Latest to arrive are two Epyx utilities in the shape of the Programmer's BASIC Toolkit and the Vorpal Utility Kit for disk drive owners. Over to Fred on the testbench...

## ● Vorpal Utility Kit

Offering an impressive selection of disk filing utilities *Vorpal Utility Kit* looks as if it could fill an important gap in the market.

As well as the usual file handling commands for keeping your disks neat and tidy, the package sets up your computer to handle a totally new type of file. Vorpal files load up to 25 times as fast as normal program files (so the manual claims), and make better use of the available disk space.

The system is organised to work with one or two 1541, 1570 or 1571 drives (but not twin drives) and a menu option allows you to customize the program to work with your own particular combination.




After loading the auto-run on the utility disk, you are informed that the 'VFILER' system is installed and you are presented with an option list. You can use the cursor to highlight the required option, or key in the index letter next to the option. Pressing Return will set things in motion.

The first option, 'Return to Basic', might seem a little pointless but as the 'VFILER' system is already installed and operational, you can get straight into creating your super-fast VORPAL files. All the other options take you through to other menus.

From the main utilties menu you can get a directory and data on a specific file, rename, validate and format a disk, scratch, unscratch, rename, protect and unprotect a file, and copy files to a new disk.

One of the more dramatic (although less useful) inclusions in the kit is the head alignment and speed check utility. Selecting this option from the menu allows you to check and adjust the head alignment of your drive, and test the rotational speed of the disk. Most of you will find that no adjustment is necessary, and those who do need frequent adjustment should really consult a maintenance bloke. Incidentally, my drive (a converted 1540) has had near constant use seven days a week for the last four years and hasn't needed re-alignment yet!

The all essential disk copy utility is also reached via the main menu, and enables you to copy all the files from an unprotected disk onto a new disk very quickly indeed. Lucky owners of two drives will be spared having to swap disks every few seconds, and will therefore get a faster copy.

Back to Vorpal files. A Vorpal file is simply a variation on the standard program file, relying on special machine-code software to create and load them. For example: after choosing the 'Return to Basic' option from the main menu, you can load the program you want to vorpalise (or 'vorpate'?) and save it under a new name with the format 'SAVE "V:file name",8'.

While VFILER is still installed you can load the new Vorpal program in the normal way, at 25 times the normal speed. I checked this out (of course), and managed to load an 8K Vorpal file in less than 4.5 seconds, and longer files will load relatively quicker as the search time remains more or less the same.

The disadvantages are that you will need to install either VFILER or VLOADER (if you only want to Load files) before you can load a Vorpal program, and although it is not impossible to vorpalise some machine-code programs, you could well find it tricky!

The Vorpal Utility Kit manual explains the finer points of the system, and you will need to keep it handy as you don't get much help from the screen displays. I found the concept of Vorpal files fascinating, but if you have to re-install the VLOADER program every time you reset your machine, do you really save any time? You have to be careful too, it's very easy to destroy months of hard work by selecting the wrong menu option. Not a package for the newcomer to disks or the faint-hearted.

- **Vorpal Utility Kit**
- **Commodore 64/128**
- **Epyx/US Gold Tel: 021-356 3388**
- **Price: £14.95 (disk only)**

# C16/PLUS 4
## REFERENCE BOOK

**£7.95**

- High resolution, multicolour and extended colour mode in machine code and basic.




- Programming soft scrolling and the RASTER interrupt.
- Sound and music in basic and machine code including interrupt control of music.
- Introductory course in machine code.
- TED chip memory map.
- 7501 micro processor commands.
- Tricks and tips for beginners and utilities.
- KERNEL routines with full entry and exit details and KERNEL jump table.

- Detailed memory map with exact description of each peak and poke address.
- Large comparison chart of CBM64 and C16 for easy conversion of BASIC programmes.

**ANCO**

ANCO SOFTWARE, 4 West Gate House, Spital St., Dartford, Kent DA1 2EL. Tel: 0322-92513/18
Mail Order: payment by Cheque, P.O., Visa or Access. 24 Hour Credit Card Service: Tel: 0322-522631

# COMMODORE 64 DYNAMITE SOFTWARE 128 COMPATIBLE

**C POWER** Fully implemented C Compiler for the 64 as defined by Kernighan & Ritchie 541 page manual Shell Program Manager Screen Editor Linker Function Libraries and Text Formatter. Produces Efficient and compact m/c **£119.95 (d).**

**PASCAL 64** Fully implimented Pascal Compiler producing fast and compact M/C. Also provides many graphics and database commands. **INTERRUPT** command allows your routines to run in parallel. **LIBRARIES** of useful routines may be built up. Excellent manual **£39.95 (d)**

**ZOOM PASCAL** Powerful subset of Pascal produces fast and compact M/C. Also includes many string, machine language and file handling routines. Comes with professional **EDITOR. £24.95 (d)**

**BASIC 64** Professional BASIC Compiler. Compiles all C64 BASIC commands. Produces fast m/c. Many user options. Compiled programs run upto 50 times faster than BASIC **£35.95 (d)**

**ASSEMBLER 64** Professional Development System. Program as easy as BASIC. LABELS. VARIABLES. PSEUDO OPS (ascii base bit byte end out word) CONTROL COMMANDS (assemble disassemble save load display stop erase) PRINTING Assembler and BASIC programs can be mixed **£11.99 (d) £7.99 (t)**

**MIKRO ASSEMBLER** The best Assembler available. Comes on plug in cartridge. COMMANDS — assemble, auto delete disassemble find format number table tim PSEUDO OPS — byts end ink off out txt wor *. Also powerful MONITOR. Print to CBM and Centronics printers **£50.00 (c)**

**DATABASE 64** Menu driven database system allowing upto 30900 records. 255 character records. SETUP unlimited number of databases. ADD INSERT DELETE AMEND VIEW records. SEARCH for records on any field with pattern matching. Searches thousands of records in under 1 second. SCROLL through records. PRINT records and reports. SAVE and LOAD to disk or tape. Supports disk and tape users. On line help screens. Full manual **£11.99 (d) £7.99 (t)**

**FREE** Assembler 64 or game, disk or tape with orders over £15. Orders over £50 may also have 1 of 20 books.

**INSTANT RECALL** Powerful database system for C64. Unlimited number of databases each upto 31,000 records. Records upto 255 chars. Search on any field, or across fields with pattern matching, or by record number. Matches upper and lower case. Searches 5,000 records in half a second. Design reports or labels. PRINTS on any CBM or Centronics printer. SCROLL backwards & forwards. DISK DIRECTORY. SAVE and LOAD databases to DISK and TAPE. Supports disk and tape users. On line Help Screens. Dozens of other features **£19.95 (d) £17.95 (t)**

**WORD PERFECT** Professional word processor system. Easy to use. Many advanced features — Insert/Delete lines. Move/Copy/Erase text. Margins. Tabs. Centre text. Find. Reformat. Scrolling. Proportional spacing plus dozens of other features **£21.95 (d) £19.95 (t)**

**BUSICALC** Advanced electronic Worksheet (Spreadsheet). upto 1200 cells, move around sheet. Jump. Save. Load. Replicate. Insert. Delete. Print. Walk. Format. Quit. Colour. Formulae evaluation, rounding and much more **£21.95 (d) £19.95 (t)**

**SUPERBASE 64** Fully featured database information system. Upto 1000 chars per record on upto 4 screens, and upto 128 items per record. Fields definable as key, text, numeric, constant, result or date, in files of upto 16 million characters. Superbase also has Spreadsheet and calculator capability, calendar functions, sorting/searching, menu and command driven, fully programmable, definable reports. Much more **£79.95 (d)**

**MICRO MAGPIE** Advanced database management system. Create database tailored to your exact needs. Manipulate data between different files, perform calculations, print reports and graphs, fully programmable, pop-up menus, search on any field, works with 1 or 2 disk drives. CBM and Centronics printing. Much more **£39.95 (d)**

BRIDGE CARTRIDGE £19.95
FORTH CARTRIDGE £29.95
OTHELLO BOARD GAME £7.95 (d) £5.95 (t)
MONITOR CARTRIDGE £28.95
BLITZ BASIC COMPILER £50 (d)
SUPERSCRIPT 64 £79.95 (d)
SUPER DISK UTILITY £12.50 (d)
GRANDMASTER CHESS £17.95 (d) £17.95 (t)
SCRABBLE BOARD GAME £1.95 (d) £12.95 (t)
ANATOMY OF THE C64 BOOK £12.95
STAGSOFT RESET BUTTON £5.95

**GRAPHICS DESIGNER 64** Menu driven Graphics Editor. Create high res. pictures with keyboard, light pen or joy stick. Draw lines, boxes, circles, ovals, triangles, fill with colour, add captions. Create slide shows. Applications include design, engineering, graphic art and games. Many other features **£19.95 (d)**

**1541 FLASH** Speeds up 1541 disk drive by over 3 times. Compatible with all commercial software. Leaves cartridge and user port free. Several other features. Easy to fit **£89.95 (k/t).**

**ANATOMY OF THE 1541 DISK DRIVE** 300 + page technical guide to the 1541 ROM disassembly with comments, disk commands, data storage, DOS operation, relative records, direct access, disk structure, programs and much more **£12.95**

**FRENCH 64/GERMAN 64** Two excellent educational language packages. Both teach with user involvement — each contains 9 lessons, teaching and testing verbs, grammar, spelling & sentences. Topics include numbers, time, colours, weather, shopping, clothes, animals and many many more **£12.95 (d) £9.95 (t). Both packages £16.95 (d) £12.95 (t)**

**BEGINNING RUSSIAN ON THE 64** The only Russian educational package for the 64. Contains the full Russian alphabet. The package is divided into 3 sections — introduction to the Russian alphabet, vocabulary, exam and a look at Moscow (excellent graphics) **£13 (d) £9 (t)**

**CHECKBOOK MANAGER** Computerise you check book. Information stored on a disk file, including cheque number, date, payee, amount, bank balance, and a returned indicator. Transactions may be listed to screen or printer. Other features **£12.50 (d)**

**STAT 64 CARTRIDGE** STAT 64 adds 19 statistical commands to your BASIC. Bar charts (histograms) horizontally or vertically, plotting with 64,000 points, screen dump, mean value, standard deviation, variance etc **£28.95**

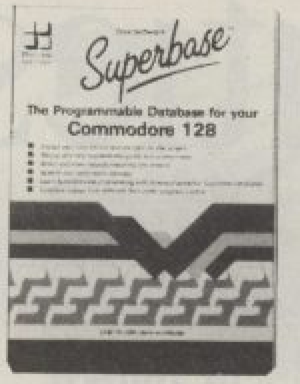
**CHARTPAK 64** Professional package which produces charts in high res. mode. You can Enter, Edit, Save and Recall data easily. Chartpak interactively builds charts — pie, bar and line. You control scaling, labelling, and position of chart. Charts created in 8 modes. Send final results to CBM 1515, 1526 or Epson MX 80 or FX-80 printers **£24.95 (d)**

**DYNAMITE SOFTWARE LTD,**
**Dept, CU,**
**27 Old Gloucester Street,**
**London WC1N 3XX, England.**

All orders normally despatched within 7 working days. Overseas orders add £3

All programs come with a comprehensive manual. Send 22p stamp for catalogue, (overseas £1). Prices exclude VAT

# TOP QUALITY PRODUCTIVITY SOFTWARE FROM Precision Software







## Superbase

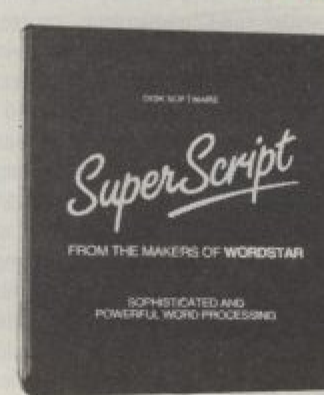
Superbase is the most powerful Database System ever developed for 8 bit computers. Why? Because not only can you access its commands from menus but you can string them together with BASIC commands to form your own complete programs. Superbase can import data from and export to other programs via sequential files. In addition the C-128 version will load together with the Superscript word processor to create a completely integrated office system.

Commodore 64 disk NOW ONLY **£49.95!**
Commodore 128 disk NOW ONLY **£69.95!**

## Superbase THE BOOK

Superbase is recognised as the leading database system for Commodore computers, with more than 100,000 users of 10 national language versions worldwide. Now Dr Bruce Hunt has produced the first in-depth guide to using the Superbase system, from first steps through to advanced programming techniques. The wealth of hints, tips and practical examples makes Superbase: The Book required reading for anyone working or contemplating working with Superbase.

194 pages **£11.95**







## Superscript

Superscript gives you everything you need for professional word processing in one easy-to-use package. Its menu command structure puts you immediately at ease, with no complicated commands to memorise, yet Superscript combines business-style editing, spell checking, calculator, row and column arithmetic and full mail merge facilities. The phrase glossary feature enables you to store whole passages of text, or command sequences and recall them with a single key.

Commodore 64 disk **£49.95**
Commodore 128 disk **£79.95**

## PRACTICALC II

PractiCalc II combines a fast, easy-to-learn spreadsheet with database and word processing functions all in one powerful program. Set the width of each column individually on a spreadsheet up to 100 columns wide by 250 rows deep. With PractiCalc II you can sort information numerically or alphabetically, and carry out searches through columns or rows. Using its built-in word processing you can prepare impressive financial reports and documents with the utmost ease.

Commodore 64, disk NOW ONLY **£39.95**

Available from your local dealer or directly from Precision Software on

**01-330 7166**

BARCLAYCARD VISA

Precision Software Ltd.
6 Park Terrace
Worcester Park
Surrey KT4 7JZ
Telex 8955021 Precis G

# EPYX Utilities

*continued from p. 88*

## Programmer's Basic Toolkit

The packaging boldly claims 'Assembly language graphics with Basic convenience'. In my view there's only one way to program arcade quality graphics, learn assembly language! Having got that out of the way, I'll get on with the review.

*The Programmer's Basic Toolkit* is a complete 64 upgrade kit disguised as a floppy disc and a floppy spiral-bound manual, designed to take some of the drudgery out of programming in Basic. The utilties can be split roughly into three categories: programming tools, specialised graphic and sound tools, and operating system enhancements.

Let's start with the programming tools which, in fact, are quite disappointing. The two most useful extras one expects to find, auto line numbering and line deleting, are nowhere to be found. The only items that really fit into this section are the Help function and the error trap. Type 'HELP' at any time and you get a summary of all the extra commands included in the package. The error trap allows the use of the 'ON ERROR GOTO' function to help you in de-bugging.

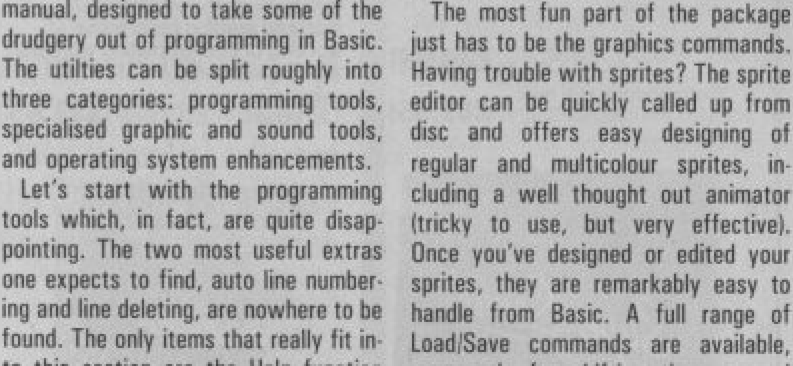
Structuring your programs has been simplified slightly by the inclusion of DO and ELSE commands. The DO command works in much the same way as a GOSUB, except the subroutine is named as a procedure, and up to ten variables can be passed across, saving lots of hassle and shortening your programs.

The ELSE command can be used after an IF ... THEN instruction to allow the alternative instruction to be executed on the same line. This simplifies programming and thus reduces the risk of bugs.

The most fun part of the package just has to be the graphics commands. Having trouble with sprites? The sprite editor can be quickly called up from disc and offers easy designing of regular and multicolour sprites, including a well thought out animator (tricky to use, but very effective). Once you've designed or edited your sprites, they are remarkably easy to handle from Basic. A full range of Load/Save commands are available, commands for shifting them around the screen, and collision checking.

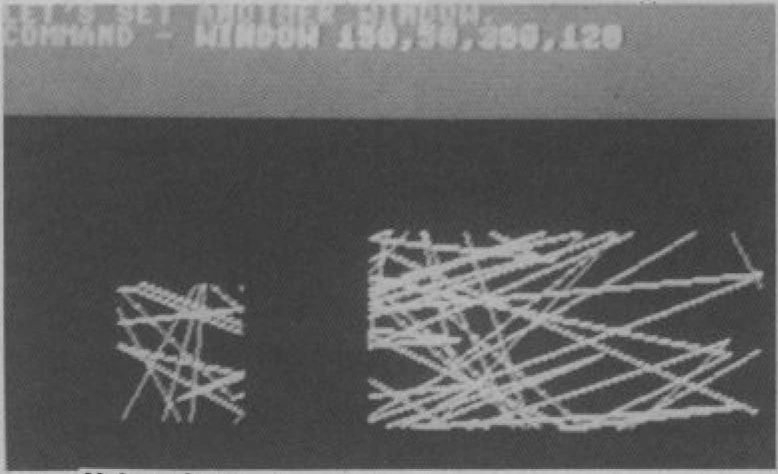
The actual drawing commands are pretty straightforward. After selecting the hi-res screen, you can plot individual points, draw lines, circles and boxes, and fill areas with colour. Although the commands are pretty simple, there's not much you can't do with them. Having said that, to draw a semi-circle, you'll have to go back to the old-fashioned (slow) SIN function. The COLOR command can be used in various ways to specify the colour to draw with, background and border colours.

▼ **One of the graphic demos on the disk.**



So far, there's not much here that can't be done with a few Pokes and some 3rd year maths, but what about smooth scrolling? The SCROLL command allows you to scroll a previously defined window (or the whole screen) smoothly in one of four directions.

What's the catch? All the command does is take information off one edge of the screen and shove it back on the opposite edge. In other words, the whole screen just scrolls round and round forever, making it impossible to put any new information on the screen!



▲ **Using the new commands to create windows.**

Characters have their own editor, like the sprite editor, loaded from disk. The whole character set can be edited (or just create a new character from scratch), saved to disc, and used in your programs. The techniques have been around for a long time, but now it's easy.

Programming sound from Basic has always been a bit of a drag. The toolkit simplifies things, but at the same time limits you quite a lot. You can set the wave shape, pulse width (where applicable), and ADSR values for each voice. You can program a string of notes (but they are all the same length) and set them playing endlessly at a chosen tempo. To actually play a proper tune, you will probably be better off using Pokes from normal Basic.

The enhancements to the operating system include simple DOS commands. DIR produces the obligatory disk directory, while the DISK command displays the current drive error status. The usual scratch and format commands can be used in simplified form. For example: 'DISK "SO: ELEPHANT"' will scratch a file called 'ELEPHANT' from a disk.

Printer commands are also built into the system, both low and high-res screens can be dumped to a suitable printer. The catch is, the manual doesn't say what a suitable printer is. I think though, after a total lack of success with my Star Delta and trusty Trippler interface, they must mean Commodore printers.

Included on the disk are a number of simple demo programs written using Toolkit commands, mainly illustrating the graphic capabilities. Worth a quick look.

The manual deserves a mention here, if only to say nasty things. Despite it's 130 odd pages, a great many important details have been omitted or glossed over. In it's favour, the contents section is well covered. After that, you get a brief over-view of the system and a look at the graphics and sprite editor. Then there's an alphabetical list of the command words with a brief explanation of each, often far too brief. The appendices cover a lot of useful information on what not to do, memory maps, tables of musical notes, colour codes etc.

What do I think of the whole package? For once, I think, Epyx have bitten off more then they can chew. The sprite editor and animator is very good, but lacks documentation. The drawing commands are simple but I've seen better. The sound commands are pretty pathetic and the rest doesn't amount to much either.

I would have liked to have seen fewer commands better implemented and documented, and a manual you can sit down and read. Don't forget, you only get 16K of memory to work with, and you'll need to install the toolkit before you can run any of your programs written using Toolkit commands.

- **Programmer's Basic Toolkit**
- **Commodore 64/128**
- **Epyx/US gold Tel: 021-356 3388**
- **Price: £19.95 (disk only)**

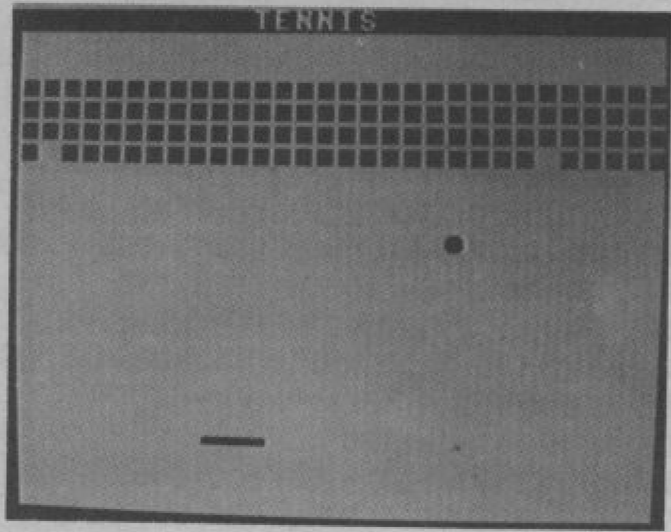
# KING SIZE TENNIS

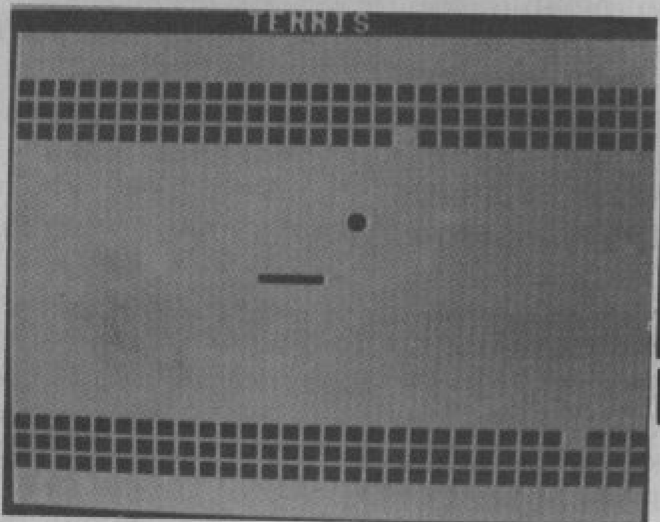
## for the C16 and Plus/4

Not just any old type-in this month. We've taken one of the games from Robtek's new *King Size 50 Games Pack* for the C16 and Plus/4. What, 50? That's right, they're all written in Basic, can be listed and the range includes shoot 'em ups, board games, sports games and flight simulators.

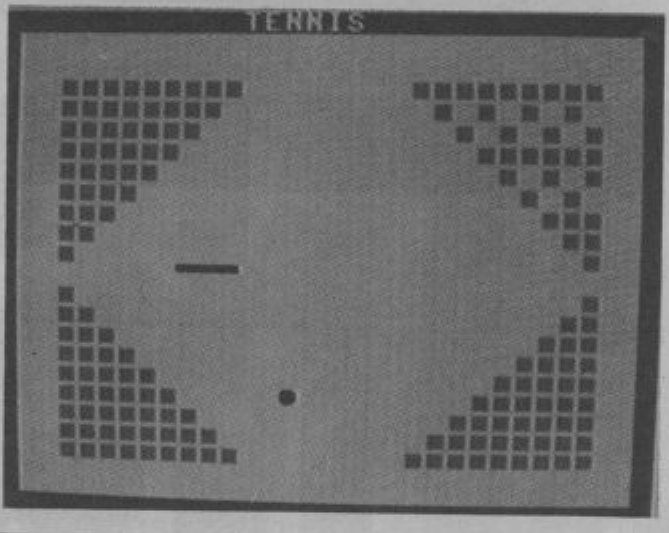
The game we've chosen, *Tennis*, follows the old Breakout theme but is much more challenging — you get not one but three different screens, each one increasingly complex. Use the 'I' and 'P' keys to move the paddle left and right.

As a special bonus, we've made a deal with Robtek to give you a £2 discount on the King Size tape — you'll get it for £7.95 rather than the recommended £9.95. Simply cut out the coupon and send it with your money to Robtek — not to us.




EASY ENTER




```
10 REM
20 REM TENNIS
30 REM
40 DN$="(HOME)(DOWN)(DOWN)(DOWN)(DOWN)(DO
WN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(
DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(RGHT)
(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT
)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RG
HT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(R
GHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(
RGHT)(RGHT)(RGHT)(RGHT)"
50 SC=3072:NB=9:GOTO350
60 GOTO40
70 VOL8:SOUND2,1,5:RETURN
80 REM
90 GETA$:IFA$=""THENA=64
100 IFA$="I"THENA=12
110 IFA$="P"THENA=36
120 IFA=64THEN190
130 PRINTLEFT$(DN$,BV)RIGHT$(DN$,BH);:FOR
I=1TOBS:PRINT" ";:NEXT
140 BH=BH+((A=12)-(A=36))*2
```

```
150 IFBH<8THENBH=8
160 IFBH>38-BSTHENBH=38-BS
170 PRINTLEFT$(DN$,BV)RIGHT$(DN$,BH);:FOR
I=1TOBS:PRINT"(BLK)‾";:NEXT:
180 REM
190 BX=BX+DX:BY=BY+DY:FF=21
200 IFBX<9THENDX=-DX:GOSUB70:GOTO250
210 IFBX>36THENDX=-DX:GOSUB70:GOTO250
220 IFBY<1THENBY=1:DY=-DY:GOSUB70:GOTO250
230 IFBY>23THENBY=23:DY=-DY:GOSUB70
240 REM
250 POKEBA,32:BA=SC+BY*40+BX
260 IFPEEK(BA)=120THENBA=B1:DY=-DY:FF=133
:GOSUB70:GOTO80
270 IFPEEK(BA)=207THENDY=-DY:FF=35:GOSUB7
0:GS=GS+1:PRINT"(HOME)(BLK)(DOWN)"GS
280 POKEBA,81
290 REM
300 IFGM=1ANDBY>22ANDDY=-1THENNB=NB-1:PRI
NT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)(DOWN)(DOWN)(BLK)"NB
310 IFGM<>1ANDBY=12THENNB=NB-1:PRINT"(HOM
E)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DO
WN)(DOWN)(DOWN)(BLK)"NB
320 IFNB<1THEN1120
330 IFINT(GS/100)-(GS/100)<>0THEN80
340 ONGMGOSUB860,930,1020
350 REM
360 COLOR4,3,6:COLOR0,3,6:PRINT"(CLR)(DOW
N)(DOWN)(DOWN)(DOWN)(BLK)
 ●"
370 FORT=1TO100:NEXT
380 PRINT"(CLR)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(RED)                  ●(BLK)●(PUR)●"
390 FORT=1TO100:NEXT
400 PRINT"(CLR)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)(RED)                 ● (BLK)● (
PUR)●"
410 FORT=1TO100:NEXT
420 PRINT"(CLR)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)(DOWN)(GRN)                ●(RED
)● (BLK)● (PUR)●(BLU)●"
430 FORT=1TO100:NEXT
440 PRINT"(CLR)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)(DOWN)(DOWN)(GRN)
● (RED)● (BLK)● (PUR)● (BLU)●"
450 FORT=1TO100:NEXT
460 PRINT"(CLR)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)(DOWN)(DOWN)(DOWN)(ORNG)
    ●(GRN)● (RED)● (BLK)● (PUR)● (BLU)●
(GRY1)●"
470 FORT=1TO100:NEXT
480 PRINT"(CLR)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(ORNG)
         ● (GRN)● (RED)● (BLK)● (PUR)●
(BLU)● (GRY1)●"
490 FORT=1TO200:NEXT:FF=35:GOSUB70
500 PRINT"(CLR)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(ORNG)
         T (GRN)● (RED)● (BLK)● (PUR)●
(BLU)● "
510 FORT=1TO200:NEXT:FF=21:GOSUB70
520 PRINT"(CLR)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(ORNG)
         T (GRN)E (RED)● (BLK)● (PUR)●
(BLU)● "
530 FORT=1TO200:NEXT:FF=35:GOSUB70
540 PRINT"(CLR)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(ORNG)
         T (GRN)E (RED)N (BLK)● (PUR)●
(BLU)● "
550 FORT=1TO200:NEXT:FF=21:GOSUB70
560 PRINT"(CLR)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(ORNG)
         T (GRN)E (RED)N (BLK)N (PUR)●
(BLU)● "
570 FORT=1TO200:NEXT:FF=35:GOSUB70
580 PRINT"(CLR)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(ORNG)
         T (GRN)E (RED)N (BLK)N (PUR)I
(BLU)● "
590 FORT=1TO200:NEXT:FF=21:GOSUB70
600 PRINT"(CLR)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(ORNG)
         T (GRN)E (RED)N (BLK)N (PUR)I
(BLU)S "
610 FORT=1TO200:NEXT:FF=35:GOSUB70
620 PRINT"(CLR)(DOWN)(DOWN)(DOWN)(DOWN)(D
```

# KING SIZE TENNIS

# KING SIZE TENNIS

```
OWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(ORNG)
            T (GRN)E (RED)N (BLK)N (PUR)I
(BLK)S "
630 FORT=1TO200:NEXT:FF=21:PRINT"(DOWN)(D
OWN)"
640 GOSUB70
650 PRINT"(BLK)             (RVS)CHOOSE LEVEL
 (1-3)":FORT=1TO90:NEXT
660 PRINT"(UP)(OFF)              CHOOSE LEVEL
(1-3)";:FORT=1TO90:NEXT
670 GETGM$:IFGM$<"1"THENPRINT:PRINT"(UP)"
;:GOTO640
680 IFGM$>"3"THENPRINT:PRINT"(UP)";:GOTO6
40
690 GM=VAL(GM$):PRINT"  "GM:PRINT:FF=35
700 GOSUB70
710 PRINT"(BLK)              (RVS)WHAT SIZE BA
T  (2-3)":FORT=1TO90:NEXT
720 PRINT"(UP)(OFF)               WHAT SIZE BAT
  (2-3)";:FORT=1TO90:NEXT
730 GETBS$:IFBS$<"2"THENPRINT:PRINT"(UP)"
;:GOTO700
740 IFBS$>"3"THENPRINT:PRINT"(UP)";:GOTO7
00
750 BS=VAL(BS$):PRINT"  "BS
760 NB=9:GS=100*(4-BS)
770 FORT=1TO500:NEXT
780 PRINT"(CLR)(BLK)          (RVS)
   TENNIS                "
790 FORI=1TO23:PRINT"          (RVS) (OFF)
                               (RVS) ":NEXT
800 PRINT"(BLK)          (RVS)
                    (HOME)"
810 PRINT"(HOME)SCORE":PRINTGS:PRINT"(DOW
N)HIGH":PRINT"SCORE":PRINTHS:PRINT"(DOWN)
BALLS"
820 PRINT"LEFT":PRINTNB:PRINT"(DOWN)GAME"
:PRINT"NUMBER":PRINTGM
830 PRINT"(DOWN)BAT=":PRINT"LARGE":PRINTB
S
840 PRINT"<-I P->(UP)
850 ONGMGOTO860,930,1020
860 REM   GAME 1
870 PRINT"(HOME)(DOWN)(DOWN)(GRN)"
880 FORJ=1TO4:PRINT"(RGHT)(RGHT)(RGHT)(RG
HT)(RGHT)(RGHT)(RGHT)(RGHT)(RVS)┬┬┬┬┬┬┬┬
┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬":NEXT
890 IFGS>0THENGS=GS+1
900 IFSW>0THEN80
910 SW=1:BV=21:BH=17:BY=15:BX=18:BA=SC+BY
*40+BX:DX=-1:DY=-1
920 GOTO130
930 REM GAME2
940 PRINT"(HOME)(DOWN)(DOWN)(RED)"
950 FORJ=1TO3:PRINT"(RGHT)(RGHT)(RGHT)(RG
HT)(RGHT)(RGHT)(RGHT)(RGHT)(RVS)┬┬┬┬┬┬┬┬
┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬┬":NEXT
960 PRINT"(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(
```

# KING SIZE TENNIS

```
DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)
"
970 FORJ=1TO3:PRINT"(RGHT)(RGHT)(RGHT)(RG
HT)(RGHT)(RGHT)(RGHT)(RGHT)(RVS)ΓΓΓΓΓΓΓΓ
ΓΓΓΓΓΓΓΓΓΓΓΓΓΓΓΓΓΓΓΓ":NEXT
980 IFGS>0THENGS=GS+1
990 IFSW>0THEN80
1000 SW=1:BV=13:BH=20:BY=10:BX=21:BA=SC+B
Y*40+BX:DX=1:DY=-1
1010 GOTO130
1020 REM GAME3
1030 PRINT"(HOME)(DOWN)(DOWN)"
1040 FORI=0TO8:PRINT"(RGHT)(RGHT)(RGHT)(R
GHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)"
;:FORJ=9-ITO1STEP-1:PRINT"(RVS)(BLU)Γ";:N
EXT
1050 PRINTSPC(I*2+8);:FORJ=9-ITO1STEP-1:P
RINT"Γ";:NEXT:PRINT:NEXT:PRINT
1060 FORI=0TO8:PRINT"(RGHT)(RGHT)(RGHT)(R
GHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)"
;:FORJ=1TOI+1:PRINT"(RVS)(BLU)Γ";:NEXT
1070 PRINTSPC(((8-I)*2)+8);:FORJ=1TOI+1:P
RINT"Γ";:NEXT:PRINT:NEXT:PRINT"(HOME)"
1080 IFGS>0THENGS=GS+1
1090 IFSW>0THEN80
1100 SW=1:BV=13:BH=16:BY=9:BX=24:BA=SC+BY
*40+BX:DX=1:DY=-1
1110 GOTO130
1120 REM END GAME
1130 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)
(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(DOWN)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)    ANOTH
ER GAME(Y/N)"
1140 GETA$
1150 IFA$="N"THENPRINT"(CLR)":END
1160 IFA$<>"Y"THEN1140
1170 IFGS>HSTHENHS=GS
1180 SW=0:GOTO620
```

# EASY ENTER

Our New Easy Enter system makes program entering even simpler. It works like this:

Control codes appear in plain English (always inside brackets). Just look them up in the list below. For example: (DOWN) means 'press the cursor down key'. We've included the graphic itself in the table so that you can check you've got it right.

Actual graphic characters are not changed and appear as they do on screen — you'll find them all printed on your keyboard.

## Control Codes

| | |
|---|---|
| (UP) | press cursor up key |
| (DOWN) | press cursor down key |
| (LEFT) | press cursor left key |
| (RGHT) | press cursor right key |
| (HOME) | press HOME key |
| (CLR) | press SHIFT/HOME |
| (INST) | press SHIFT/DELETE |
| (RVS) | reverse on |
| (OFF) | reverse off |
| (F1)etc | press function key indicated |
| ($130) | flash on (16 and Plus/4) |
| ($132) | flash off (16 and Plus/4) |

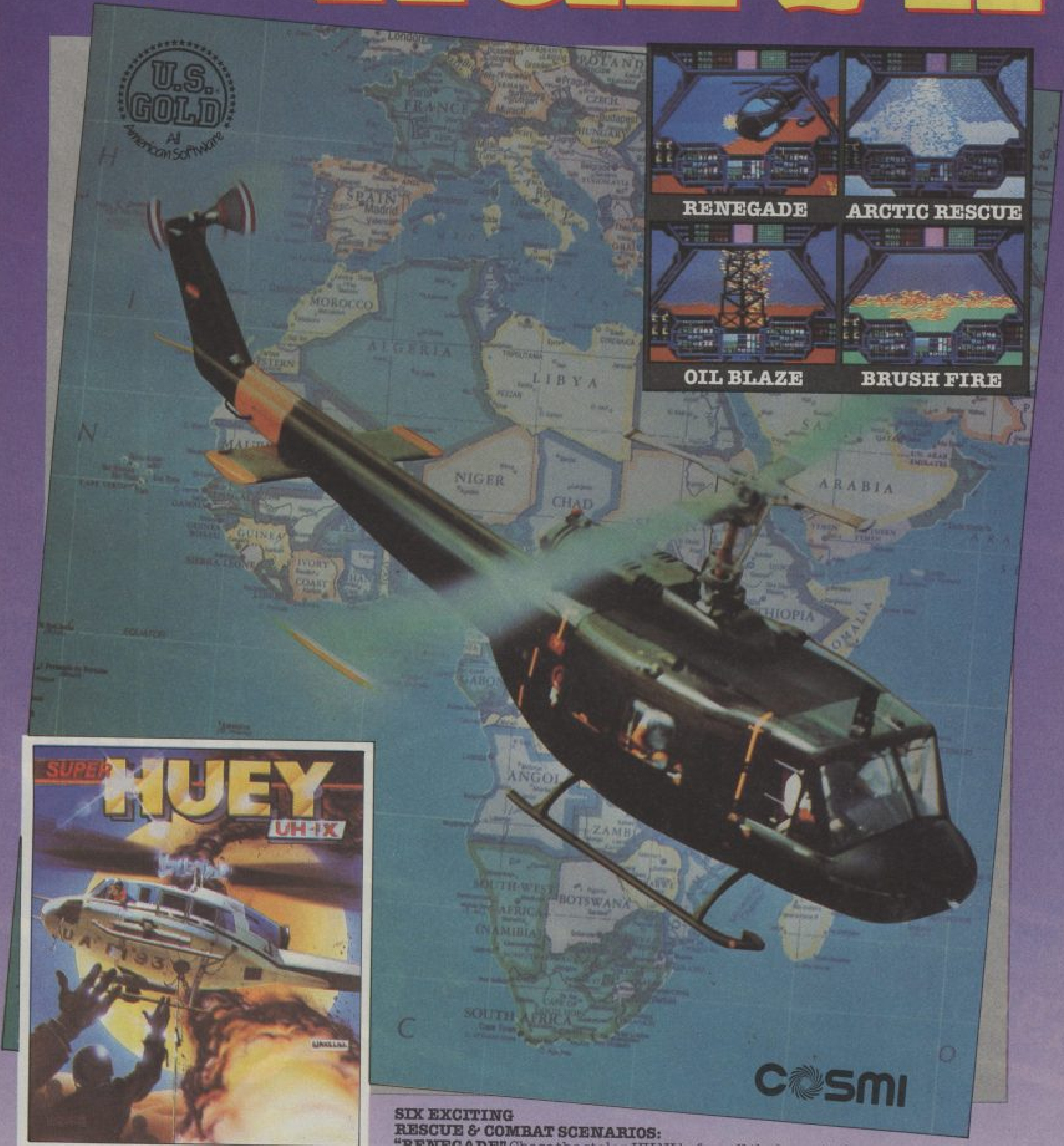
## Colour Codes

| | |
|---|---|
| (BLK) | press CTRL and 1 |
| (WHT) | press CTRL and 2 |
| (RED) | press CTRL and 3 |
| (CYN) | press CTRL and 4 |
| (PUR) | press CTRL and 5 |
| (GRN) | press CTRL and 6 |
| (BLU) | press CTRL and 7 |
| (YEL) | press CTRL and 8 |
| (ORNG) | press CBM and 1 |
| (BRN) | press CBM and 2 |
| (LRED) | press CBM and 3 |
| (GRY1) | press CBM and 4 |
| (GRY2) | press CBM and 5 |
| (LGRN) | press CBM and 6 |
| (LBLU) | press CBM and 7 |
| (GRY3) | press CBM and 8 |

Note: secondary colours on the 16 and Plus/4 are slightly different to the above.

# THE HELICOPTER FLIGHT SIMULATOR

# Super HUEY II




The Original **SUPER HUEY** is Now Available for the **Atari:** cassette **£9.99**, disk **£14.99;** and the **Amiga, Apple** and **Atari ST** at **£19.99**

**SIX EXCITING RESCUE & COMBAT SCENARIOS:**

**"RENEGADE"** Chase the stolen UH IX before all the bases in the area are destroyed.

**"BRUSH FIRE"** Use your fire-fighting capability to save homes in the burning hills of California.

**"GULF OF TERROR"** Tackle determined terrorists in their gunships and submarines.

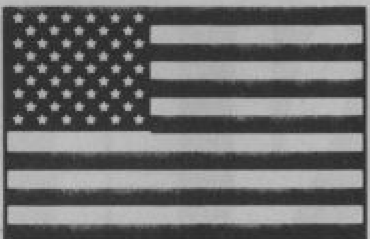
**"BERMUDA TRIANGLE"** Your mission is weather reconnaissance, but in the Bermuda Triangle anything can happen.

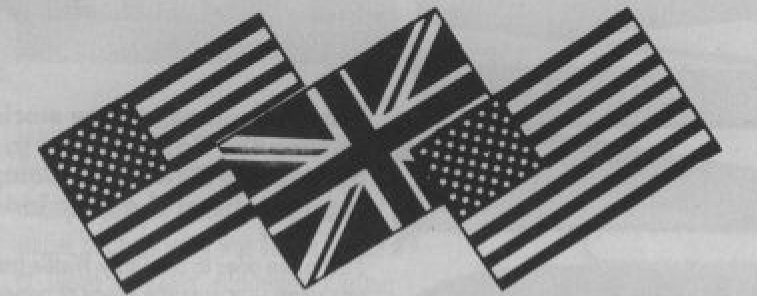
**"ARCTIC RESCUE"** Battle in the harshest conditions to save lives.

**"OIL BLAZE"** Save lives and fight the fire before the whole well blows!

**AVAILABLE for the COMMODORE 64/128** Cassette £9.99 Disk £14.99

# U.S HOTLINE





# Britsoft hits USA

**Wowee, British games are storming across the Atlantic. Mastertronic is already making it big, Elite has topped the US chart and now Electric Dreams games are bringing Britsoft to the States. That's brought a smile to Dan Gutman's face — looks as though gaming is making a comeback Stateside.**



**Dan Gutman reports**

This week I received a package in the mail from Activision, one of the major software publishers here. When I cut it open, instead of finding the usual software samples inside, out tumbled: a Swiss chocolate bar, an Italian leather change purse, an "Enemy of the Earth" Insectors toy, a 16 ounce bag of Columbian coffee, the French fashion magazine *Elle*, and the new Eurythmics "Revenge" album.

Now, these guys must be doing *okay!* And I happen to know that Activision sent out *90* of these packages to members of the press. A company in financial trouble doesn't have money to squander on knick-knacks. *(What happened to ours — Ed?)*

During the computer boom a few years ago, I used to get stuff like this in the mail all the time — bottles of wine, chocolate computers, inflatable beach balls. I never had to go shopping for anything because all this great stuff arrived in the mail for free. One day two guys showed up at my door dressed as convicts, singing "Shaboom, Shaboom" to announce a computer game called *Kaboom* (also from Activision). Those were the days.

When the computer slump hit, the supply of free goodies and promotions dried up. High tech companies were laying off workers, closing down factories and going out of business. They didn't have enough money to make payroll, much less send beach balls to journalists.

Activision is representative of the home computer industry over here. Formed by four disgruntled Atari game designers, the company rode the video game craze to the crest in 1982 and fell to rock bottom when it ended. They were just too slow to move from video game systems to computers, and there were rumours that the company might not make it through 1985.

Things have changed in the last year. Activision bought the computer game rights to the smash hit movie *Ghostbusters* and sold 300,000 copies. They had other hits with *Hacker* and *Gary Kitchen's GameMaker*. They acquired several struggling software companies (Creative Software, Gamestar). In the coup of the year, they swallowed up Infocom — one of the most successful and respected software publishers. The last quarter was the second consecutive period in which Activision reported higher sales over the previous year.

This week's package of goodies from Activision was a promotion for their new *Electric Dreams* — you've already heard about it in Britian. *Electric Dreams* is a series of already successful software from around the world that Activision is bringing to America for the first time. You get plenty of our software, now we're going to get some of yours.

The first three Electric Dreams titles come from England — *The Rocky Horror Show, Spindizzy,* (number one in the British charts, I understand) and *Zoids*. All are out for Commodore 64/128 and Apple II. Future releases are scheduled for Japan, Australia, Canada and South America.

Activision's resurgence is just one indication that a comeback may be brewing for home computers. Recently our beloved Commodore posted its first quarterly profit since 1984. Atari's ST computer has brought that company back from the deathbed. Apple has reorganized successfully, it's stock has doubled, and the Macintosh computer is finally acknowledged to be a winner.

Five years ago, the experts were predicting, "In five years there will be a computer in every home." Believe me, they didn't even come close. Could this be the year the home computer comes back? Traditionally, the Christmas season is when 40% of all home computer hardware and software is sold. We'll know very shortly if the return of the home computer is for real.

I hope it is. I just love getting all this free junk in the mail.

• **Elite on Billboard:** British software is definitely starting to hit this side of the Atlantic for the first time. Firebird's *Elite* topped the Billboard software charts for ten consecutive weeks here. Mastertronic (which I hear owns 23% of the market in England) claims that it is the most widely sold entertainment software publisher in America now. And since all the American companies bailed out of the market, who's going to argue with them? You certainly can't beat their prices — $10 per game.

• **Football Crazy:** What's all this about American football driving England crazy? Is it true, or is this just the usual whitewash we get from the newspapers? In any case, if you *are* getting interested in *our* kind of football, I have a suggestion — computer football games! There are a few good ones out there for Commodore computers. Try: *The World's Greatest Football Game* (Epyx), *Computer Quarterback* (Strategic Simulations), and the simply titled *Football* (subLogic). Now, if you'd only start getting interested in baseball.



# COMPETITION RESULTS

**When it comes to racy stories, classy design and colourful illustrations, some of you are putting the daily papers to shame. Pity we didn't have many more prizes to offer in our September *Newsroom Competition*. Those of you who came close had better start applying for jobs at the new Independent.**

First prize goes to the *Daily Waffle* from Gary Donaldson in Belfast who managed to cram almost a whole newspaper on to one page — a gigantic piece of paper. Gary reported on the new pop group Sick Sick Joke, the latest kids' craze Terror-toys and the world's heaviest ballet dancer. Gary gets The Newsroom and Commodore printer despite his lousy jokes. What do ducks watch on telly? Duckumentaries. *(I thought that was funny — Ed).*

## NEWSROOM COMPETITION



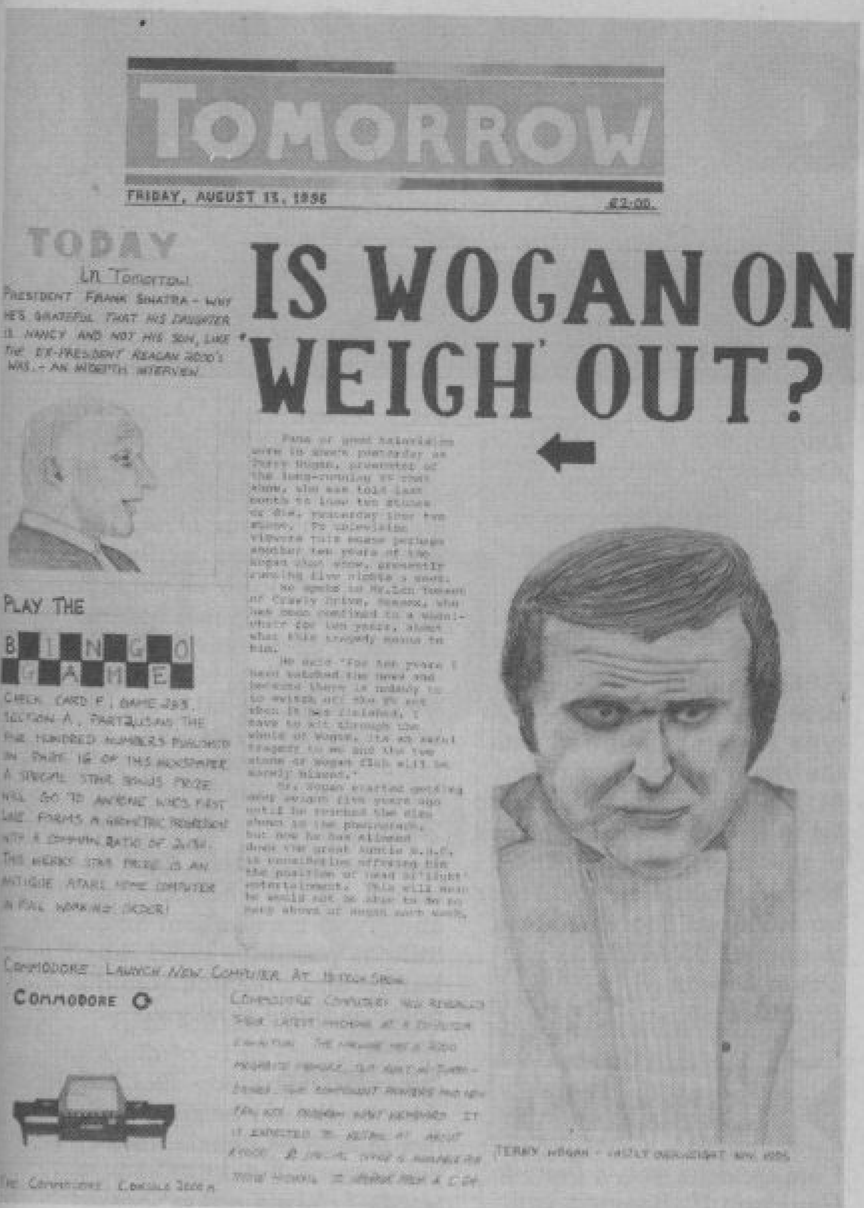

Three runners up prizes go to:

**The Daily Fibber** — from Colin Patterson in Lancashire. Colin got the 'Hambo killer pig' scoop story.

**Pravda** — from Anthony Lacey in Liverpool ("the loveliest shot-putters are all in your Pravda").

**Tomorrow** — from P. Oldmeadow in Kent. Tomorrow brought us the overweight Terry Wogan story. 'Is Wogan on the weigh out?'

# COMPETITION RESULTS




**Have you won a Sony Watchman TV and a gui? The chances are you haven't because we had so many entries for our September competition. If you've forgotten what we asked you to do, you had to find six shuriken stars hidden in the magazine and answer a tie-breaker.**

**For the tie-breaker we asked you to cast someone in the role of the young warrior for Stephen Spielberg's version of *Fist II, The Legend Continues.* There were some pretty predicatable answers from a lot of you: Ralph Macchio, Jacky Chan, Sho Kusugi, and even Bruce Lee (the guy's been dead for years!)**

**We were looking for something a bit more imaginative. Andrew styles of Basingstoke had the idea. He suggested Margaret Thatcher because "she is good at getting herself out of tight situations with cuts and chops".**

## FIST II RESULTS

Jason Miller of Glasgow put forward Sean Penn for the part "because he thumps anyone who gets in his way", whilst Bobby Ewing was Julian Becker of Ilford in Essex suggested casting because of his apparent immortality.

The winner though was Adele Gorman of Chester-le-Street in Co. Durham who cast Maradonna in the role "because he was able to beat a whole football team with his bare hands.

Twenty runners up get a copy of Fist II, they were:

Ian Housam Saltburn Cleveland, Mark Eastwood West Yorkshire, Jamie Lambert Ilford Essex, Roy Thomson Southwootton Norfolk, Mark Richardson St. Bees Cumbria, Nicholas Kitchen Holywell Clwyd, KE Rippon Clifton Lancashire, Simon Ilely Chigwell Essex, Robert Hastings Warminster Wilts, Duncan Harvey Walsall Staffs, MJ Harnden Lincs, Geoffrey Hennessey Tiptree Colchester Essex, Willaim Bolt St. Judes Plymouth, Saboot Abdul Billingham Stockton Cleveland, Stuart Ball Codsall Wolverhampton, Keith Grimes Beaconsfield Bucks, Steven Cornish Exmouth Devon, RS Owen Leamore Walsall, Stuart Jones South Woodthorpe Sheffield, Mark Wallace Beaconhill Northumberland.

# Play to WiN

## TIPS

**Just a couple of pages, mostly of pokes, since we reckon you've got more than enough to be getting on with this month. One late addition though, a Ninja map complete with hints. Play to Win will be back in earnest within these pages next issue.**

### MATRIX

To clear the current screen just press down the following keys altogether at one time. SHIFT, Commodore Logo Key, RUN/STOP, CTRL, ESC.

### LEGIONNAIRE

Start the loading procedure as normal. When the Anco proudly presents Legionnaire screen comes up wait until the border goes stripey. Now hold down the RUN/STOP key until the game has loaded. You should get a BREAK READY with a flashing cursor.
Type in:
POKE 10202,x (x being any number of lives from 0-255).
RUN the program and you will always start with the number of lives you chose at the start.
NOTE: This poke kills the keyboard control.

### FINGERS MALONE 64

After a full RESET:
— CLR
— NEW
— RESET
— POKE 10187,0
— RESET
— SYS 5783
— RESET
— SYS 5786
If it doesn't work first try the SYS calls again.
*Clive Kenworthy,*
*Plymouth.*

### MISSION ELEVATOR 64

Reset and type SYS 2128, then play as normal, but now the baddies don't kill you when you touch them, or shoot you. You have infinite lives, time, and a very large score.
*Darren Hill,*
*Congleton, Cheshire.*

### BOOTY C16

After the game has loaded, press the reset switch. Then type Monitor (followed with the Return key) then type M1140 and change the B5 to B4 in this line. (This gets rid of the ghost pirates.) Also M16D8 change B9 to B7 (for no coloured doors). Return to game SYS 4120.
*David Dewar,*
*Birmingham.*

### CAULDRON II

I am sending you a Poke for Cauldron II. Because with the poke which helps you move around the palace you couldn't complete the game.
1. Load the game.
2. Reset game.
3. Poke 40318,65
4. Poke 40319,208
5. SYS 32777
*Frederic Kronestedt,*
*Norsborg, Sweden.*

### WINTER EVENTS C16

**Biathlon:**

There are several ways in which you can improve on your time or leave your mates in the cold. So I've listed them in separate groups.
**Normal skiing:** Make sure that your skis are as far out as they can go before you swing your other leg forward. This helps you to build up speed by inertia.
**Skiing Uphill:** Get your skier's legs close together and shake the stick from side to side as fast as possible and watch the green faced skier move.
**Downhill:** Rapidly keep pushing down on the joystick to get those ski sticks stuck in — this is good for accelerating your skier.
**Shooting:** Get your rifle loaded as quickly as you can and try shooting just before the sight goes over the target — this will allow for reaction speed. If you've hit 3 out of the 5 quickly waste any remaining cartridges as you only need to hit 3.

**Slalom**

Keep holding down the fire button for the whole course and try to move about as little as possible, avoid the bumps and crashing into the poles as these slow you down.

**Ski Jump**

Also on the ski jump, press fire to start as usual. Hold your stance but when the words 'landing phase' come up don't straighten out, wait five or six seconds before straightening out. This gives you a much bigger jump.

**Speed Skating**

The same technique used in the Biathlon comes into practise here, just get those legs right out until you swing the other leg.

**Downhill**

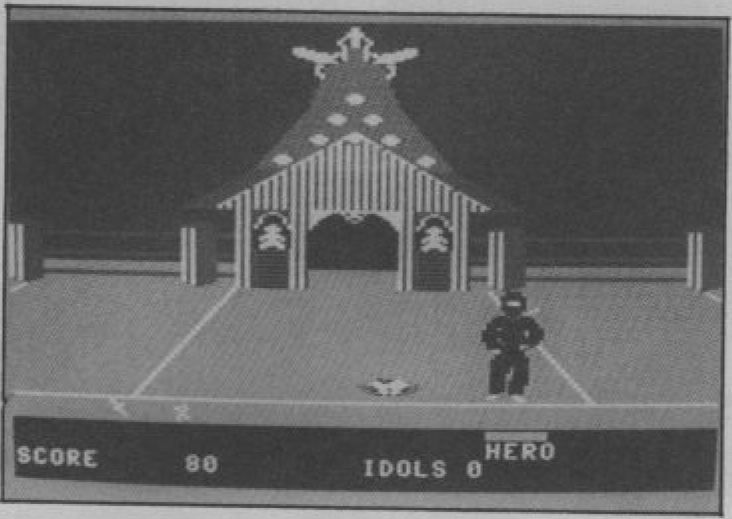
Use the same method as used in the Slalom.

**Bobsled**

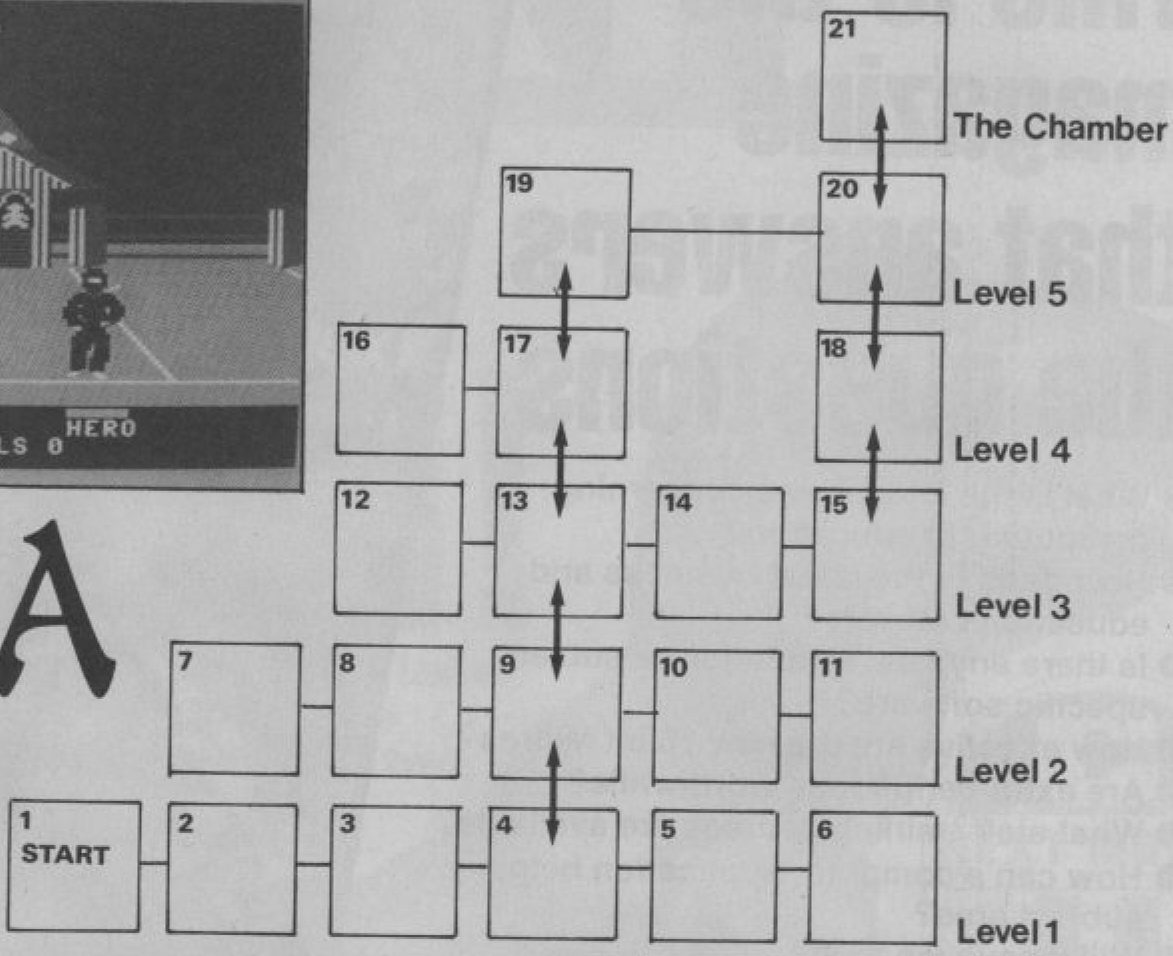
When there are no bends around thrash your joystick backwards and forwards to gradually build up speed — don't overdo it.
*Jasbir Dhesi,*
*Coventry*

### TRAP 64

At the start of Level one go directly to the right-hand side of the screen and when the meteorites get too near press the A key to blast them. However if you have two joysticks I have found that moving the spare stick to the left simulates the 'A' key.




# NINJA MAP




Also the instructions are wrong to drop the cargo on the 128, you must press the equals key.

Never use ZAPPO unless you really need it as on the first ship it takes up to 20 seconds to recharge it.

A handy cheat I have found is when you die press fire quickly and you will keep all your collected orbs. When a spinner comes up from the bottom of the screen on level 03 use ZAPPO. On the levels which have spinners I have found that by speeding up to a wall so that it is just showing at the bottom of the screen all the ships coming up behind including spinners crash into it leaving you safe from attack from behind.

Always find a safe spot from which to pick off aliens, you will not survive if you burn up the screen like a maniac. Also if you are low on fuel you must get some quickly or you will stop dead. In level 10 only the lucky will survive here.

The last ship is the best buy so if you have 4 orbs buy it, just because it looks stupid it doesn't mean it is no good. Collect as much cargo as possible in the ship as I have got up to 9 lives by dropping cargo on the men.

Don't bomb them or an indestructible ship will come from the top of the screen and crash into you not even ZAPPO stops it.

On the last ship use ZAPPO as much as you like it only takes a couple of seconds to recharge.
Maxwell Robins,
Roade, Northampton.

## ▶▶ NINJA

The first level is wrap-around (only the first level mind you). In rooms 13, 17, 18, 19 and 20 there are more nasties than normal.

## ▶▶ THUGS

They are no problem to kill, two high kicks, or a couple of hits with your sword should finish them off.

## ▶▶ NINJAS

A bit of a problem these, make sure you have all three weapons (throwing stars or daggers). Weaken him by throwing them then attack him with your sword or a flying kick or two to finish him off.

## ▶▶ KARARKETAS

Be very careful with these as their energy goes down very slowly indeed. They need a good beating. Throw your stars at them to weaken them and if possible pick them up to throw them again, you can also kill them with a few bashes with your sword.

## ▶▶ GENERAL TIPS

F7 will change the tunes being played, it will also freeze the game until you move the joystick or press fire. And if held down you can freeze your opponent, so he can only move when you do. Handy for killing them. F1 restarts the game.

You need 7 idols to complete the game. when you have collected 6 a hole will appear allowing in the chamber (room 21) allowing you to enter it, when in the chamber kill all the enemies and take the seventh idol. Then make your way back to the start (room 1) and you'll have completed the game.
*Tips by Kirk and Jack Rutter.*

## ▶▶ GALAXIBIRDS

As cheats go this is predictable, but did any of you think of typing LET ME CHEAT on the title screen? Hitting restore has the same effect. It's that simple . . .

## RED HOT POKER WANTED!

Erm, well we want someone whose rather good at messing around with the code in games on the 64 really. We're prepared to pay good money to fast workers who can poke any game to order. Are you out there?

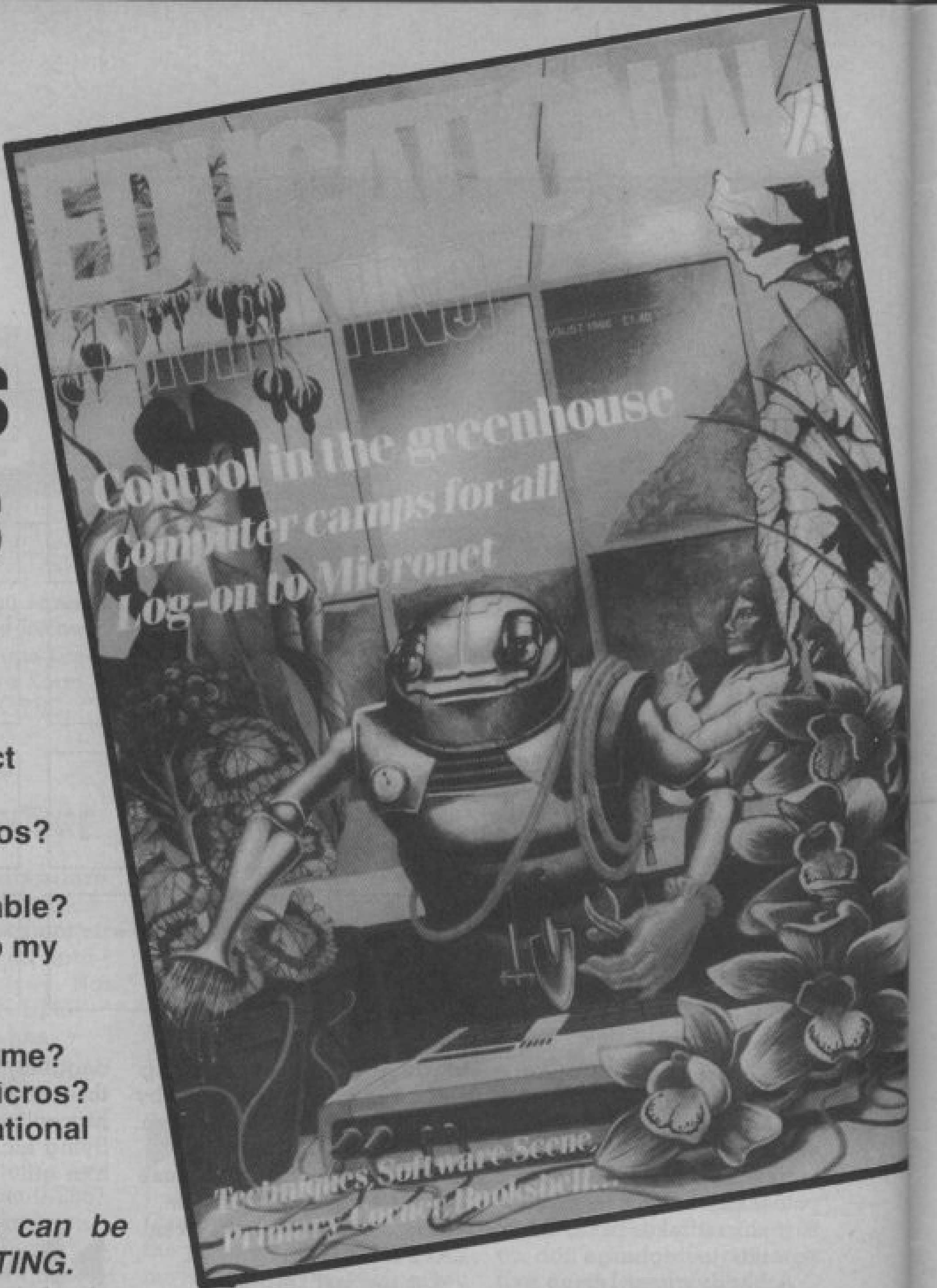
To prove it we want you to supply a totally original poke for a game released in the last three months, together with your name, address, age and telephone number. Reckon you're up to it?

## Play to WiN

Send your pokes, tips, maps etc to: Play to Win, *Commodore User*, Priory Court, 30-32 Farringdon Lane EC1R 3AU.

# This is the magazine that answers the questions

- What is the latest news concerning computing in education?
- How good is the latest business and education software?
- Is there any new simulation or subject specific software?
- How effective are the new 16 bit Micros?
- Are extra peripherals worthwhile?
- What staff training courses are available?
- How can a computer application help my subject area?
- Will it save me time?
- Will it enhance my teaching programme?
- How are other colleges using their Micros?
- Can I get special discounts for educational purchases?




***These and many other questions can be answered by EDUCATIONAL COMPUTING.***

***Education has witnessed a major growth in the use of computers within secondary schools.***

***As the number of subjects on the syllabus increases, so computers are successfully helping teachers in sciences, languages, arts, business studies and computer science.***

***Just entering its sixth year of publication, EDUCATIONAL COMPUTING is the only complete guide to computing in education.***

***EDUCATIONAL COMPUTING looks beyond the press release information offered up on new equipment and also avoids the technical jargon trap which is all too common in most publications.***

***Instead it reviews and analyses all aspects of computing within secondary, higher and further education, making a quality judgement to help you make buying decisions.***

If you subscribe using this form, we will send you entirely FREE an Educational Computing/Dataday mid-year diary.

The diary has been produced specifically with teachers in mind. It has a separate section for each day up until September 27th 1987. There is also a full 1987 year planner and timetable pages broken down by day and term.

You can at any point cancel your subscription and we will refund the balance. The diary will remain your property.

## Subscribe now and receive a free mid-year diary

I would like to become a subscriber to EDUCATIONAL COMPUTING and take advantage of your FREE diary offer.

**Subscription Rates**

U.K. £15.00 (price of 11 issues July/Aug joint)
Overseas £26.00 (Europe)
Overseas £35.00 (outside Europe)
Cheques payable to EDUCATIONAL COMPUTING.

Name ........................................

School ........................................

Address ........................................

........................................

I enclose a cheque for £........................ Please charge my credit card (we accept Access/Visa)

Card Name ........................................

Number ........................................

Signature and date ........................................

*Return to: EDUCATIONAL COMPUTING, Mag Services, EMAP, 30-32 Farringdon Lane, London EC1R 3AU.*

**EDUCATIONAL COMPUTING**

# NEXT

# IT'S A MONSTER!

**There'll be no missing our December issue on the newstands next month. It'll be weighing down the shelves with our two Christmas gifts to you.**



CU NEXT MONTH

## GIFT No.1

biggest ever issue of the best Commodore magazine in the business. Certain other mags have been shouting about quantity. Regular CU readers know that we trade on quality. Take the issue you have in your hands as an example — six red hot reviews of major games so far not reviewed in any other publication including the weeklies. Next month's CU will be exactly the same — first as always with the reviews you need when you need them. The only difference is an extra 25 pages — all completely free. We haven't stinted on the colour either — there's an extra ten pages of that as well.

## GIFT No.2

A splendid double sided Poster/ Calendar for your bedroom wall. Side one contains a top artist's interpretation of one of the big Xmas launches. Side two contains a massive Play To Win special map of a game that has been driving you up the wall.

Here's what your bumper Christmas Special will include:

**Play To Win** — ten pages of hints, tips, maps, pokes and something special for the C16.

**Screen Scene** — biggest ever, with even more colour. C16/Plus4 owners can also look forward to more pages and more colour with no less than ten Screen Scene pages guaranteed just for you.

**Type Ins** — one for C16 and one for the 64.

**Into the Valley** — gets its share of the space with ten pages on adventure including reviews of *The Archers, Moonmist,* and a special Valley Rescue feature on the Ultima series.

**Hot Shots** finds out what the programmers want for Christmas and puts you to the ultimate test in the Hotshots Trivia Quiz.

There is just more of everything in this monster. So order your copy now. A mere £1. **On sale November 26.**

# MONTH


ALLEYKAT
ROLLING THUNDER
– IT'S ALLEYKAT!
Take up the challenge and ride the wheel of death... you'll have two things on your side – lightning speed and heavy firepower – but to blast your way through the 32 events on the space race calendar, you'll need cash, skill and nerves of steel... will yours be the new name on the trophy?
Another fantastic and visually stunning game by Andrew Braybrook, author of Paradroid and Uridium.
For Mail Order send a cheque P.O to Hewson Consultants Ltd. Order by Credit Card sending your Access Barclaycard number, and a specimen signature. Don't forget to enclose your name and address.
FOR COMMODORE
CASSETTE £8.95
DISK £12.95
DOUBLE VALUE PACK!
Uridium, and the new mega-fast version of Paradroid is available from November, £8.95 for Commodore, on Cassette.
Don't miss it!
CHRISTMAS With HEWSON
FREE GIFT
Free Gift with every purchase
Offer closes 31st December
HEWSON
Milton Trading Estate, Milton, Abingdon, Oxon OX14 4RX
As part of our continuing development of innovative software we are always happy to evaluate software sent to us with a view to publication

# TOMMY'S TIPS

When it comes to answering your technical and programming queries, whether they're on the 64, 128, 16 or Plus/4, Tommy's your man. Go on, write to him: Tommy's Tips, Commodore User, 30-32 Farringdon Lane, London EC1R 3AU.

## 16 Questions

**I have a number of burning questions to ask you about my C16:**
**1. Is it possible to upgrade the RAM internally? Could you please tell me which chips to use, and how to relocate them.**
**2. Can I use the "Memory expansion" for other than extra memory? If so for what? Plus what are the pcb connections?**
**3. Is it possible for my C16 to speak to me. The address is $065E-06EB HEX. If so, how?**
**4. Where is the RS 232 on the computer?**
**5. What does "CIA" mean?**
***R. Cardus, Derby.***

1. There is a 64K upgrade for the C16 which fits internally, made by MCT and costing about £50. There is no easy way of upgrading the memory yourself using memory chips unless you really know what you are doing so this is really the only way to do it.
2. By "memory expansion" I assume you mean the large socket at the back of the machine? In which case this contains all the address and data lines and can be used for cartridge programs (I haven't actually seen any though!) or as a port to the outside world, for such things as serial or parallel interfaces etc. The problem is that you can't just stick any old bits of wire on the port and do anything useful; you would actually have to build some electronics to decode the address bus and then use the data bus to activate some 'driver' chips which connect to the external device itself. Not a job to tackle unless you are well up on designing electronic circuits. Somebody might produce an interface for this port commercially, but I shouldn't hold your breath waiting!
3. You have obviously seen a memory map showing the ASPECH area of 142 bytes. As far as I can gather this was an area left for future use, but is currently just 142 bytes to be used for anything you wish; there is no software built-in to enable the C16 to speak to you.
4. There is no RS232 port on the C16. The only way to get an RS232 serial output is through the expansion port mentioned above. As far as I know, there is no commercial RS232 interface device available for the C16.
5. CIA means Complex Interface Adaptor and is an I/O chip (6526) used on the 64 and 128 computers to drive things like the User Port and decode joysticks and keyboard inputs etc. There is no actual CIA chip on the C16, although there are other chips that perform similar functions. However, it may have been the intention to add an Auxilliary CIA chip via the expansion port and there is a FLAG address to indicate the presence of a CIA in the memory map of the C16 at address 2008.

## Ready or not

**I own a Commodore 64. Is there any way to modify some of the words that appear on the screen in Basic system messages (eg READY), but still retain the use of Basic programs? I think it has something to do with moving Basic into RAM, but how do I do this? When I switch out the Basic ROM to POKE the code into RAM my programs just crash.**
***S.P. Jones, Dorset.***

You must remember that the Basic ROM must remain visible to the program until such time as you have finished writing the code to RAM; only then can you safely switch out the ROM. You can make use of the fact that when you POKE to a ROM location on the 64, you actually POKE into the RAM address which lies 'underneath' the ROM even if the ROM is still switched in.

However, if you PEEK the same address you read the ROM, not the RAM, if the ROM is switched in. Thus you can transfer the Basic ROM into the RAM at the same address with the following line of code:

```
10 FOR ML = 40960 TO
   49151: POKE ML, PEEK
   (ML): NEXT
```

You can now switch out the Basic ROM (**POKE 1,54**) and the computer will continue to read the Basic from the RAM. However, because RAM can be altered you can make any changes to the messages, provided you know the address of the text. The following lines of code change READY, to OK PAL for example:

```
20 FOR A=41848 TO 41853
30 READ N: POKE A, N: NEXT
40 DATA 79, 75, 32, 80, 65,
   76
```

## Multicolour UDGs

**I have had a C16 since Christmas, and enjoy writing games in Basic, as I have very little knowledge of Assembly language or machine code. There is something which always leaves my games looking unfinished, and "spectrumeque". This is the fact that all my UDGs are in a single colour.**

**How is it possible for me to make a character, say a small alien, for example, have maybe a blue head and a green body, while still using an ordinary 8 x 8 pixel UDG? Any help here would be very welcome, as I am desperate to produce 'polished' games, with nice little touches.**
***M. Schulz, Jarrow.***

In order to get multi-colour UDGs you must use the multi-colour mode set by **POKE 65287, PEEK (65287) OR 16**. Each of your characters can then use up to four colours, but at a price; all your UDGs will have only half the horizontal resolution. Instead of each pixel being set on or off in the UDG

TOMMY'S TIPS

# AD INDEX


| | | | |
|---|---|---|---|
| AGF | 16 | Megasave | 91 |
| Amuic Services | 68 | Midland Comp. Library | 24,61 |
| Anco | 24,72,89,91 | Miracle Technology | 21 |
| Ariolasoft | 34 | Ocean | 4,10 |
| Bargain | 80 | Odin | 48 |
| Beyond | 10 | P.S.S. | 42 |
| Calco | 30 | Palace | 36 |
| Database | 107 | Precision | 89,91 |
| Databyte | 69,92 | Selec | 68 |
| Datel | 84 | Spectravideo | IBC |
| Dimension | 46 | Strategic Plus | 38 |
| Domark | 70 | Superior | IFC |
| Dosoft | 56 | Syndromic | 79 |
| Dynamite | 89 | System | 30 |
| Electric Dreams | 33,114 | Tasman | 14 |
| Evesham Micros | 74 | Trilogic | 38,56 |
| Firstline Software | 50 | Trojan | 24 |
| General Info. Systems | 9 | UK Soft Centre | 38 |
| Hewson | 108 | US Gold | 25,60,64,75,78,97,98,OBC |
| Kirk Automations | 50 | Voltmace | 110 |
| Logic Sales | 16 | Worldwide Software | 24 |
| Martech | 20 | | |

definition, you must set pairs of pixels.

The following list shows how to represent each of the four colours:

**00 = background colour**
**01 = multicolour 1**
**10 = multicolour 2**
**11 = character colour**

You will have to redesign any existing UDGs, plus any text you wish to use since this way no longer makes sense either unless you stick to the first eight colours, but the results should more than compensate for the effort.

To return to normal mode, use the following: **POKE 65287, PEEK (65287) AND239**.

## Key disables

**I am a proud and unashamed owner of a C16, but the scarcity of games for it has led me to take up Basic programming myself. Could you solve these two queries for me?**

**My first is why, when you disable the Run-stop key using Poke 806,115 does it also disable sound? I used this Poke in a security program which involves an alarm but whenever I use it, it does not work.**

**And my second query is, do you know of a Poke that will disable the Reset button? Hope you can solve my problem.**
***S. Boyle, Greenock.***

When you change address 806 you are changing one of the jump addresses that is used during the standard interrupt sequence. You must be careful where you divert the sequence too, otherwise you get unpredictable effects, such as the sound not working. This is because the interrupts also check to see if the sound has completed its time setting and you have bypassed this with your POKE. If you want to disable the STOP key without affecting the sound use this POKE instead: **POKE 806,24**.

On your second query, the problem is that the reset switch is hardwired into the system. About the only way to try to get round that is to copy the whole of the ROM into RAM so that you can change the cold start vectors, but with a machine like the C16 with its small memory this is a bit like using a sledgehammer to crack a nut.

With a m/c program it is possible to make the program restart if the reset is pressed, but not with Basic; no simple POKEs for this one I'm afraid.

## Disk Query

**I am thinking of getting a disk drive for my C128 for Christmas, but I have a few questions.**
**1. Can the 1571 load all C64 games (in C64 mode)?**
**2. Can the 1541 load C128 software (in C128 mode eg CP/M)?**

**There seems to be no information about this in any book I have read.**
***M. Linklater, Cleveland.***

There are one or two games that use protection methods based on the 1541 ROM routines, and these will not load when used with the 1570 or 1571. Unfortunately I do not have a definitive list of those games which are affected, so you will need to check with the dealer before you buy. The majority of software will load quite happily however, so this may not prove to be much of a problem in practice.

As for 128 software, this should all load from a 1541 (including CP/M) *provided* it is in standard Commodore disk format. In other words you will not be able to load CP/M programs or data intended for another computer; something that the 1571 is able to do.

## Music maker

**How can I play music tapes so that the sound comes out of the television when I play them on the Commodore cassette player? Can this be done without taking the Recorder apart?**

**In the June issue of Commodore User someone wrote into the letters page to say that you could achieve this effect on the Commodore 64 by just typing POKE 54296,15. Is there an equivalent poke for the Plus/4?**
***D. Sampson, Hounslow.***

The letter didn't actually say that you could play music, only that it helped you hear your program loading. All this POKE does is to turn the volume of the sound chip on full. You can get the same effect on the Plus/4 by **VOL 8**. What it does is to amplify any noise picked up by wiring and the PCB as the program is loading into the computer.

Some TVs are particularly prone to picking up this type of noise and you can hear the program loading just by turning up the TV volume on its own. However, there is no way you can get 'real' sound out of the cassette recorder into the TV without additional wiring.

Even then, the datasette is not designed for music so the results wouldn't be very good. However, Pin 5 on the video socket will allow you to input sound from a standard tape recorder (pin 2 is ground) and this will then be played through the TV together with any sound generated by the computer.

If you try this then use the 'line out' connection on the tape. If you don't have such an output then try the earphone socket, but keep the volume very very low to start with; the results will not be as good as the first method though.

## 128 Sprites

**I have recently purchased a C128 and I am having a couple of problems. Firstly, I would like to know how, if possible, to animate a single sprite, which is quite easy on my old C64. Secondly, is it possible to create UDGs in single and multi colour?**
***R. Booner, Cheshire.***

Actually, animating sprites on the 128 is very much easier than on the 64 since the necessary Basic commands are already included in Basic 7.0. The command you want is MOVSPR; this has a number of attributes which determine how it is used and is explained in detail on page 17-47 of the Sysem Guide manual.

If you want to move the sprite in a certain direction at a certain speed then the command **MOVSPR 6,270,#10** will move sprite no 6 from right to left (270 degrees) at a speed of 10 until you either stop it or change the speed and direction again. Other MOVSPR commands will move a sprite relative to its current position or to an absolute co-ordinate.

As for UDGs, these operate in a similar fashion to the 64, only the addresses being different. The following program will transfer 256 characters into RAM starting at address 8192 (Basic is moved to 16384 by line 10). You can now redefine your characters as required. The normal character set can be restored by: **POKE 217,0: POKE 2604, PEEK (2604) AND 240 OR 4.**

```
10 GRAPHIC 2: GRAPHICO
20 FAST
30 FOR L=0 TO 2047
40 BANK14: CH = PEEK
   (55296+L)
50 BANK15: POKE 8192+L,
   CH
60 NEXT L
70 SLOW: POKE 217,4
80 POKE 2604, PEEK (2604)
   AND 240 OR8
```

## Hooked Up

**I have a C128, 1570 disk drive and a SX-64. What I am trying to do is use the 1541 disk drive in the SX-64 with the C128 and 1570.**

**I have tried but both computers lock up; I have redefined the 1570 disk drive as device and using software.**

**What I would like to know is how to be able to use the disk drive from the SX-64. Is this possible, so that I will then be able to use the C128 with two drives!**
***P. Clift, Glous.***

There is no way you can just plug the two computers together and hope to be able to use both drives. The reason is that if the SX-64 is switched on, then you are getting two sets of signals on the serial port which are unsynchronised, hence the lock-up. Equally, if you don't power up the SX-64 then the built-in drive is not powered up either. You can plug the 1570 into the SX-64 to give you two drives on that machine (at 1541 speeds of course), but because the 1541 is inextricably linked with the SX-64 you use it with the 128.

TOMMY'S TIPS

# CLASSIFIED



**Power supplies** for sale. Mega cheap. £16+ postage. Tel: London 485-8393 for details. Also broken CBM64 including power supply £65.

**Amiga.** I want to swap games and programs to Amiga. Write to: Fred Eidenliw, Box 51017, S-40078, Göteborg, Sweden.

**Commodore 16** adventure. The Tasks of Erilos. Top quality, large vocabulary. Send cheques and postal orders for £1.50 (£2.00 overseas) to Jamie Appleby, 86 Foxhole Rd, Paignton, Devon, TQ3 3TA.

**C64 owner** wants to swap programs with friends all over the world. If possible, please send a list of programs or write to Patrick Block 50 Dorset Road, #09-136, Singapore 0821. All letters will be answered.

**Want to swap** programs on CBM 64. Send a list of your newest to Fredric Kahl, Tallvägen 11, 37200 Ronneby, Sweden.

**Belgium Amiga** owner wants to swap software with Amiga freaks all over the world. Send your list to: Van Minsel Wilfried, Stationsstraat 59, 3171 Westmeerbeek, Belgium.

**Triad** is here to stay!! Dan Nordqvist, Stormvindsg 11, 72348, Västeras, Sweden.

**MPS 803 printer** with tractor feed £100. Grafpad II drawing tablet (disk software) £30. Phone 01-851 1365 after 6pm please.

**Commodore 128** owners. I would like penpals from anywhere in the world especially American. Svein Egil Serland, N-6770, Nordfjordied, Norway.

**Printouts C16** and Plus/4 lists, datafiles etc. £2 per program. Tape only. Flew 88 Chaplin Road, Easton, Bristol BS5 OLB.

**Commodore 128+** C2N+ 2 joysticks all as new, in original boxes. 28 top ten software titles + over 90 magazines. Total value £700. Will sell for £400 ono. Tel: 01-764 8891.

**CBM 64 user** would like to exchange programs with people all over the world. Only on disk. Please send your list and letter to: Paul Teo, Blk 736 Bedok Reservoir Road, #02-5322 Singapore 1647.

**C16 and Plus/4** owners worldwide wanted for exchange of informations, technical data and softwarer. I got books, memory maps, 300 programs and more. Aldo Bordieri, via Maiocchi 19, 20129 Milano, Italy.

**CBM 64 user** would like to swap programs, tips, hints with people all over the world. Over 700 programmes and games. All letters answered. Write soon, to Justin Davies, 36 Armstrong Avenue, La Lucia, 4051, Durban, Natal, South Africa.

**Stardate mag.** New bi-monthly magazine for 64 and 128 enthusiasts. Introductory offer of £3 for six issues. To subscribe write to Stardate 64, 133 Heath Lane (Upper), Dartford, Kent.

**Vic 20** 1520 printer, C2N cassette unit, 3 slot motherboard, 8K expansion, super expander, joystick over £100 software. Worth £550 will sell for £150 ono. Phone 0284 850358.

**Bargain,** 1541 drive, Commodore modem with £100 software for £199. Cassette unit £20 and more disk based games available. Ring Peter 01-450 6519 to negotiate.

**Norwegian 64** user wants to swap software and tips with people all over the world. Tape only. Send list to Jan Erik Oppen, N-2742 GRVA, Norway.

**Computer Game** exchange club. Exchange your unwanted software C64, C16, Plus/4 SAE for details. C.G.E.C. 24, Hollywood Road, Bolton, Lancs BL1 6HL.

**For sale** C64 1541 disk drive, 1520 printer, C2N cassette recorder, games, books, magazines, joystick £450. Negotiable or will split. Phone evenings Epsom 20822.

**Attention** C64 owners. I have the budget priced games from £1.99 upwards. Send SAE for list to: Worldaway Computer Software, 19 Cavendish Road, Bognor Regis, West Sussex PO21 2JW.

**Hire C64** and Vic-20 software. Free membership. Latest titles. Send 2X17p stamps for kit. Computersoft (CU), 21 Tavistock Court, Mansfield Rd, Nottingham.

**Free CBM** modems. SAE to Stuart Henderson, 37 Barnado Road, Exeter, Devon for a form. Offer ends on 31st October.

**Amiga** or C64 users!! We know you are out there somewhere! If you want a good contact, write to Arjan Smid, Brakkenpap 3, 4205 ZI, Gorinchem, Holland or call 01830-23769 for success.

**Commodore 715** (256K) with CBM 8250 dual drive (2MB) and CBM 1361 (136 column, 150 cps, heavy duty) printer, all cables, manual and Superscript II. Little used and perfect. Selling because of moving house. £1,200. Lionel Tun 01-231 8443.

**Turn your Micro** into a money making machine to provide you with a full or part time income. Free details from Tamells Publications, 38 Deckham Terrace, Gateshead NE8 3UY.

**Norwegian CBM64** owner would like to exchange programs with people worldwide primarily adventures and new arcades. Phone 02-756234 and speak to Erik or Jorn. Write to Erik Halvorsen, Eidsliveien 15 1940, Bjorkelangen, Norway.

**I want** to exchange new games all over the world. Only tape. Send a list of your best games to: Mattias Kroon, Andersolv 15, 23600, Höllviken.

**CBM 64 cassette** joystick 35 games including Pitstop II, Zoids, Quo Vadis £250 ono Benten. Phone Matlock 4589.

**Mega games** presents Space Intruder for CBM 64. Challenge your wits against the enemies of space. This game contains graphics, speech, sprite graphics and animation. Send cheque/P.O. for £2.50 payable to C.R. Evans, 208 Stakes Hill Road, Waterlooville, Hants PO7 7BT.

## CLASSIFIED ORDER FORM

Lineage —
20p per word to private individuals —
20 words min — 40 words maximum.
30p per word to Trade.
20 words min — 40 words maximum.

Semi-display — £10 for S.G.C. Ring 01-251 6222.
All classified and semi-display advertising is pre-payable.

When paying for advertisements please add on 15% for VAT.

**Warning**
**It is illegal to sell pirated copies of computer games. The only software that can be sold legitimately through our classified section are genuine tapes, disks, or cartridges bought from shops or by mail order from software houses. *Commodore User* will press for the maximum penalties to be brought against anyone breaking these rules. We regret that due to large-scale swapping of pirated software we can no longer allow swaps of tapes, disks, or cartridges in our classified section.**

| | | |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |
| 7 | 8 | 9 |
| 10 | 11 | 12 |
| 13 | 14 | 15 |
| 16 | 17 | 18 |
| 19 | 20 | 21 |
| 22 | 23 | 24 |
| 25 | 26 | 27 |
| 28 | 29 | 30 |
| 31 | 32 | 33 |
| 34 | 35 | 36 |
| 37 | 38 | 39 |
| 40 | | |

All classified ads are subject to space availability

PLEASE PRINT IN BLOCK CAPITALS

I enclose cheque/P.O. for £......... made payable to *Commodore User*.

Name..........................................................................

Address.......................................................................

Total number of words.........................................................

Post to: **AD. DEPT. COMMODORE USER, 30-32 FARRINGDON LANE, EC1R 3AU.**



BIGGE
MORE COL
BEST EVER
5 YEARS OLD & STILL N°1
In the beginning there was Computer + Video Games. From the start we were first with the last word on computer games. And we still are. This November we take on Aliens, put our lives at stake with Dracula and put the heat on Firelord. And don't miss our FREE I.D.E.A's Central handbook with hints, help and maps on all the best games around. We also look back at five years of C+VG, remember the best games and shed a tear for computers we have known, loved and lost. That's all in addition to the usual mega-mix of news, reviews, features, competitions and posters. We've been in the forefront of the home computer revolution for five years and we intend staying there for the next five. Check us out on October 16.
Remember, you ain't seen NOTHING YET.
HINTS & TIPS free
Booklet
Ideas Central Book of Hints & Tips
COMPUTER + VIDEO GAMES

# Hot Shots

By Mike Pattenden

Quite why they hide me away at the back of the mag I don't know. I give you what you want, the dirt, the scandal and inside info that nobody dares print. Anybody would think they were ashamed of me *(we are — Ed)*.

● Look it's not all cheap innuendo and downright porkies. This week I'd done some serious investigative reporting, but my lawyers and libel-freaked Ed wouldn't let me print it, so you'll have to do without . . .

● Instead I'll tell you why the bosses of this country's major software houses were all eating sushi and swilling down saki early last month. They were all in **Tokyo** on a busman's holiday for the big coin-op show that takes place there every year. Elite's Thrifty Steve Wilcox, Ocean's David 'God' Ward, Geoff and Anne Brown of US Gold, and even Mastertronic. They were all there to snap up licensing deals to bring you still more conversions from the likes of Konami, Namco and Capcom. Biggest spenders of all though were **Activision**, who went round with a trolley trying to snap up everything in sight . . .

● "Give us some drivel!" you shout. Okay. Well you all know about Geoff Brown, US Gold boss' being a frustrated musician and ex-Muscles keyboardist, but not everybody in this business has failed in this field. **Chris Kaday** Commodore's UK boss used to play with the Dudley Moore trio, a jazz group run by the actor in the Sixties . . .

● Another big figure on the music scene in the Sixties was **Bruce Jordan** of Novagen. Bruce was none other than the first person to put the **Beatles** on in the Midlands. A personal friend of rebel rocker Gene Vincent he made enough money as a promoter to drive around in a Roller. Don't ask me what happened because he hasn't got one any more, though you'd have thought the success of *Mercenary* would have guaranteed him one. Watch out soon for a sequel to this game by the way. I don't mean *The Second City* either, I mean a totally new game . . .



**Who's this hurtling towards destruction? It's the Darlings, bless 'em the family behind the budget label Code Masters. There's Daddy Darling and the two little Darlings, one of whom (Richard — driving) wrote *Red Max*. Wrote what?**



**Out goes Wyn Holloway with the rest of the rejects from the Konix factory in South Wales where he's up to his neck with work.**

● Continuing with obscure ex-pop stars, anyone remember Scaffold?. They were a sixties Liverpool group with poets Adrian Henri and Roger McGough who had a hit with *Lilley the Pink!* In their early days they also featured **Jeanie Beattie** now Ocean's PR person. Her other claim to fame is none other than appearing in *Coronation Street* some eighteen years ago as an extra. Flippin' eck, does the Weatherfield Recorder know? . . .

● Who have Durell software found to put on the front cover of their *Saboteur* sequel (while I'm on the subject)? None other than **Raquel Welch** that's who. Raquel was found having a drink in the team's local surprisingly called the Winchester. It is not believed to be the same Raquel . . .

● The **Sigue Sigue Spaznik** game is off! After trying to hawk it around to anyone who'd take it for months they've finally scrapped the idea much to the disappointment of the programmer — none other than **Tony Gibson** who we told you a few issues back had cleaned his image up and was working on a new hush, hush project . . .

● Thanks to **Rod Cousens** for the fan mail concerning last month's Hotshots. Another Activision member wanted to know where I got my information from. Well lads it's just one of the many leaks in your offices like the one which flooded your basement recently leaving a System 3 gentleman by the name of **Mark Cale** homeless . . .

● If you're a regular reader of *Eagle and Tiger Weekly* you'll have noticed a strip in it entitled **The Computer Warrior** in which a young lad Bobby Patterson (close) goes to the rescue of his best mate trapped inside his computer's real life facility. Bobby finds himself entangled in real life situations in games called *Desert Fox, Psi 5 Trading* and *Silent Service*. We knew US Gold had contacts in the publishing business (ahem) but not in comics (there again. . .).


QuickShot®
We've TURBOCHARGED the World's Best Selling JOYSTICK ...
QuickShot® 2 Turbo
* EXTRA PRECISION
* TURBO 'RED' BASE
* SIDE GRIPS
* 12 MONTH WARRANTY
* SIX MICRO-SWITCHES
* AUTO-FIRE
* STABILISING CUPS
COMPATIBLE WITH:
• SINCLAIR ZX SPECTRUM (INTERFACE REQUIRED)
• AMSTRAD CPC 464/664/6128
• AMSTRAD PCW (INTERFACE REQUIRED)
• COMMODORE 64
• VIC 20
• COMMODORE C16 (ADAPTOR REQUIRED)
• COMMODORE PLUS 4 (ADAPTOR REQUIRED)
• MSX
• ATARI HOME COMPUTERS
• ATARI 2600/5200 VIDEO GAMES SYSTEMS
• SPECTRAVIDEO SV1 738 X PRESS
• ACORN ELECTRON (INTERFACE REQUIRED)
• BBC (INTERFACE REQUIRED)
S.R.P. £13.95 INC VAT
Available from:
W. H. SMITHS • BOOTS • JOHN MENZIES • LITTLEWOODS MAIL ORDER • TOYS R'US • ALLDERS DEPARTMENT STORES • SPECTRUM • LEISURESOFT • RAM ELECTRONICS • SILICA SHOP
..and other computer stockists.
SPECTRAVIDEO LTD.
(A WHOLLY OWNED SUBSIDIARY OF ASH & NEWMAN LIMITED)
SPECTRAVIDEO™
165 Garth Road, Morden, Surrey SM4 4LH, England. Telephone: 01-330 0101 (10 lines) Telex: 28704 MMH VANG Facsimile: 01-337 5532

YOUR MISSION – RETRIEVE PK430 YOUR COUNTRIES REVOLUTIONARY FIGHTER...... LOCATION – 400 MILES BEHIND ENEMY LINES...... POSSIBLE ENEMY ARMAMENTS – FLAME THROWERS, HELICOPTERS, TANKS, JEEPS, LANDMINES...... YOUR EQUIPMENT – THE WORLD'S MOST SOPHISTICATED ARMED VEHICLE ...... ENEMY STRONGHOLDS – PRAIRIES, CITIES, MOUNTAINS, AIRFIELDS, BRIDGES...... MISSION STATUS – VITAL...... MISSION CONSEQUENCES – WORLD PEACE...... MISSION OBJECTIVES – YOU MUST......



MOUNTAIN



BRIDGE






PRAIRIE



CITY

**CBM64**

£9.99 TAPE

£14.99 DISK

**SPECTRUM 48K**

£8.99 TAPE

THE ARCADE SMASH HIT FROM

DATA EAST™

**AMSTRAD**

£9.99 TAPE

£14.99 DISK

U.S. Gold Ltd.,
Units 2/3 Holford Way,
Holford,
Birmingham B6 7AX.
Tel: 021 356 3388.

SCREEN SHOTS FROM ORIGINAL COIN-OP

U.S. GOLD® All American Software